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COM

Php100 ISSUE 14 SPECIAL ISSUE

# CULTURE CRASH

THE PHILIPPINES' PREMIERE COMIC MAGAZINE

## One Day, Isang Diwa

by J.L. Palabay

C3 CON

An in depth coverage of last year's biggest Anime, Comicbook and Gaming Convention

**HOW WE DRAW 14:**
1040's Guide to drawing the MALE figure

**FAN FEATURE COMIC:**
A FISHY TALE

ANIMAX

Scoop on the first & only 24 hour Anime Channel!!!

RAGNAROK ONLINE PHILIPPINES EPISODE 4:
WAR OF THE EMPERIUM

Let the Guild Wars Begin!!!

WAZZUP IN THIS ISSUE:

**MONSTER ISSUE!!!**

88 GLOSSY PAGES! SPECIAL C3 CON COSPLAY FLIPMAG AND AN ODID DOUBLE-SIZED POSTER!!!

9 770115 593803
ISSN 0115-5938

# GETTING ANIMAXED!!!

Hey guys! So, what do you think of our first ever double gatefold cover?!? Hope you like it! Oh, and check out the free Culture Crash trading card! (Hope you didn't get the checklist! Hehe!) If you like it, order a set from us or get them at the specialty shops! It's not too late to get the poster calendars too! You can always buy it just for the posters!

Also, we've done a bit of reformatting with this issue and as always, we're doing our best to improve your favorite comic magazine! We're regularizing some of the article sections and we're preparing for some new ones, such as the possibility of a cosplay advice column. You can send in questions for specific problems and get practical solutions/ suggestions from veteran cosplayers!

Right now, everyone here at the office is raving at our spanking new 21-inch TV! (Yay!) We've been checking out AXN's sister channel Animax! 24 hours of pure animé! Wow! Incidentally, by the time you read this you'll probably have heard about their event already! They're launching Animax in style at the Glorietta Atrium on April 3, and from what we've heard, it's gonna be a really cool event! The only downside we've heard so far is that only the first hundred cosplayers who register will be able to compete for the cosplay contest. We're working on securing a booth as usual so we'll probably be seeing you there as well!

Guess that wraps this issue up, see you again next issue!

***Jescie James L. Palabay***
*Publisher / Editor-in-Chief*

## CCCOM Staff

***Jescie James Palabay***
Editor in Chief / Publisher
ODID Creator/Writer

***Elmer Damaso***
Cat's Trail Creator/Artist/Writer / ODID Artist

***Taga-Ilog***
Pasig Creator/Artist/Writer / Kubori Kikiam Co-Creator/Co-Artist

***Michael David***
Kubori Kikiam Co-Creator/Co-Artist/ Writer

***Ryan Orosco***
Colorist / Incoming ODID Artist

***Robi***
Multimedia Artist / Colorist

***Jon Zamar***
Layout Artist / Colorist

***Frances Tampinco***
Managing Editor / Writer

## Contributors

*Gari Buenavista*
*Julius Zolio Oliveros*
*Presea*
*Syeri Baet*
*The Otaku Tourist*

## THIS ISSUE'S FAN FEATURE

Out of all the submissions received, '*A Fishy Tale*' stood out because of its whimsical storytelling and superb rendering. Congratulations to Red de Leon!

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# One Day, Isang Diwa — Ang Kwento sa Ngayon...

## MACOPA HIGH SCHOOL

Ang paaralang pampublikong pinapasukan nina Jun.

**Principal** — Punong guro ng Macopa High. Hindi Great Teacher.

**Ms. Mayumi** — Ang maganda at sexy na homeroom adviser ng Third Year - Sierra.

**Sankiturgo** — Kapreng hinihingan ni Diwa ng payo tungkol sa maraming bagay.

**Diwa** — Lamang lupa na matalik na kaibigan ni Jun. Nagtataglay ng kapangyarihan. Ang di inaasahang salarin ng 'Flagpole Incident'.

**Jedd** — Kaklase ni Jun. Tahimik at mapagisa, pero habulin ng babae. Matagal nang kilala si Clarissa at may malalim na pagtingin dito. Sa tindi ng kanyang galit sa nangyaring 'Flagpole Incident', hinamon niya si Jun sa isang labanan.

**Leo** — Kaklase ni Jun at manliligaw ni Clarissa. Mayaman, galante, at may pagkamayabang. Malimit makipagasaran kay Laura.

**THIRD YEAR - SECTION SIERRA**

**Laura** — Kaklase ni Jun at matalik na kaibigan ni Clarissa. Isang makata. Malimit makipagasaran kay Leo.

**FLAGPOLE INCIDENT**

Bagong estudyante sa Macopa High. Mabait pero may pagka-torpe. Nasangkot siya sa 'Flagpole Incident' - kung saan nagawa niyang halikan si Clarissa sa harap ng buong Macopa High habang flag ceremony - dahil sa mahika ni Diwa.

**Jun** / **Clarissa**

Kaklase ni Jun at heartthrob ng Macopa High. Nagtanaw ng utang na loob kay Jun nang iligtas siya nito mula sa kapahamakan, pero matapos ang 'Flagpole Incident', nagpasya siyang umiwas dito at huwag munang makipagbarkada sa mga lalaki.

**Alex** — Kaklase ni Jun at matalik na kaibigan ni Clarissa. May pagkakikay.

**Benjo** — Kaklase at kaibigan ni Jun. Mahilig magpalibre. Dahil kasapi siya sa SPC, nagdesisyon siyang pansamantalang layuan si Jun.

**Mikaella** — Kaklase ni Jun. Masayahin at parang bata kung kumilos at magsalita.

**Kumalarong** — Maharlikang sundalo ng kadiliman na sinilid ni Diwa sa kanyang brasal.

**S.P.C** — Lihim na kalipunan ng mga lalaking umiidolo kay Clarissa. Kasalukuyang kinamumuhian si Jun dahil sa naganap na 'Flagpole Incident'.

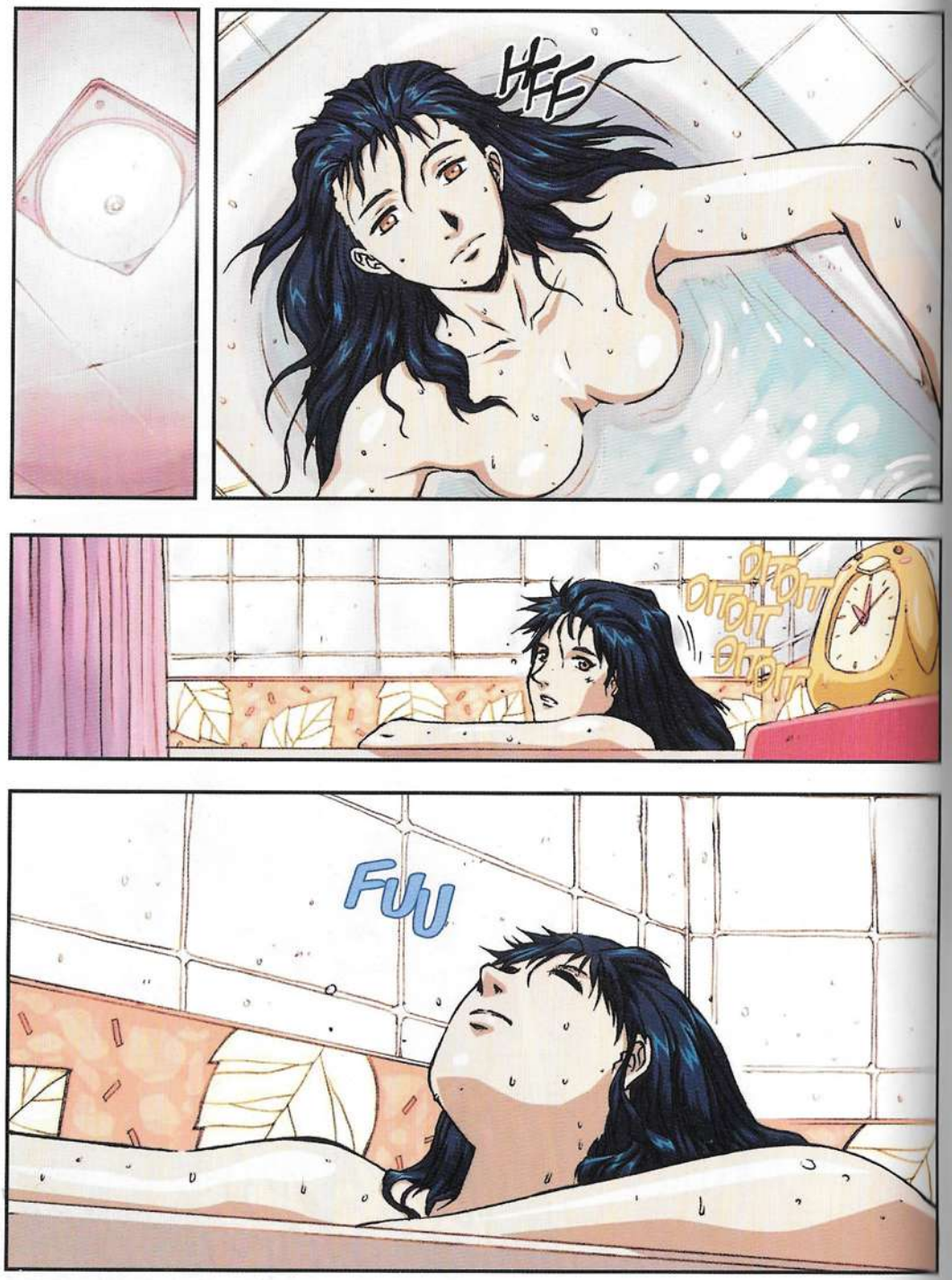
**Yaya Grasya** — Ang tagabitbit ni Tammy na tila may iba pang lihim na itinatago.

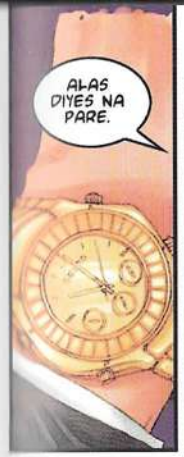
**Tammy Tamaraw** — Dambuhalang tamaraw alaga ng isang toy na lagi kasama ni Mikaella kahit saan siya may punta.

# One Day, Isang Diwa

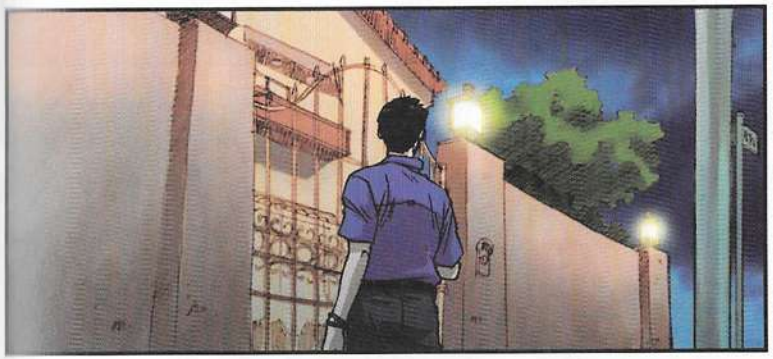
## "Luha ni Kadaw" Ikalawang Bahagi

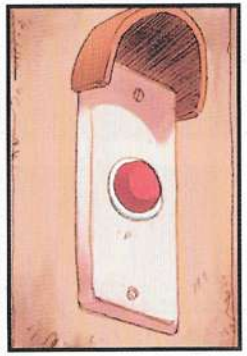
WALA KANG MAGIGING LABAN.
NGAYON MO LANG NALAMANG GAMITIN ANG KAPANGYARIHAN MO JEDD.
ITIGIL NA NATIN 'TO.
FSSSHHHH
TUMAHIMIK KA!!!
HINDI MO PA KAYA ANG PWERSA KO, JEDD...
KRGSH
HRR
OOF
GRRHH


HFF
DIT DIT DIT DIT DIT DIT
FUU


ALAS DIYES NA PARE.

BA'T HINDI NA LANG KASI MAG-DORRBELL SI BOSING? ANO BA PROBLEMA?
ABA, MALAY! DI KAYA LQ?
OWS? SILA NA BANG TALAGA?





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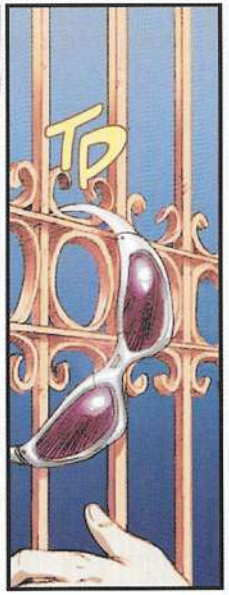
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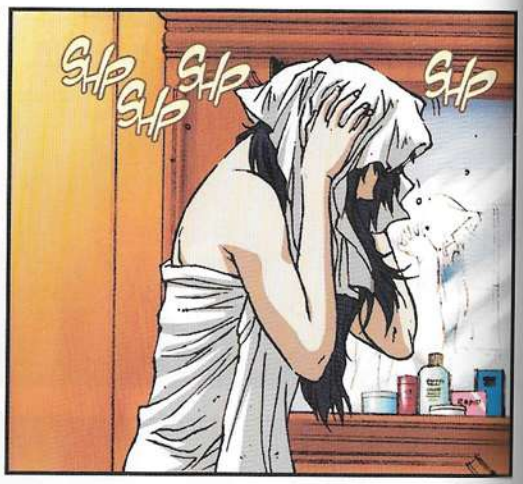
SHHAAA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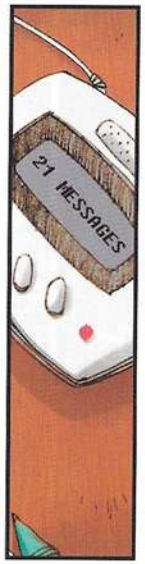
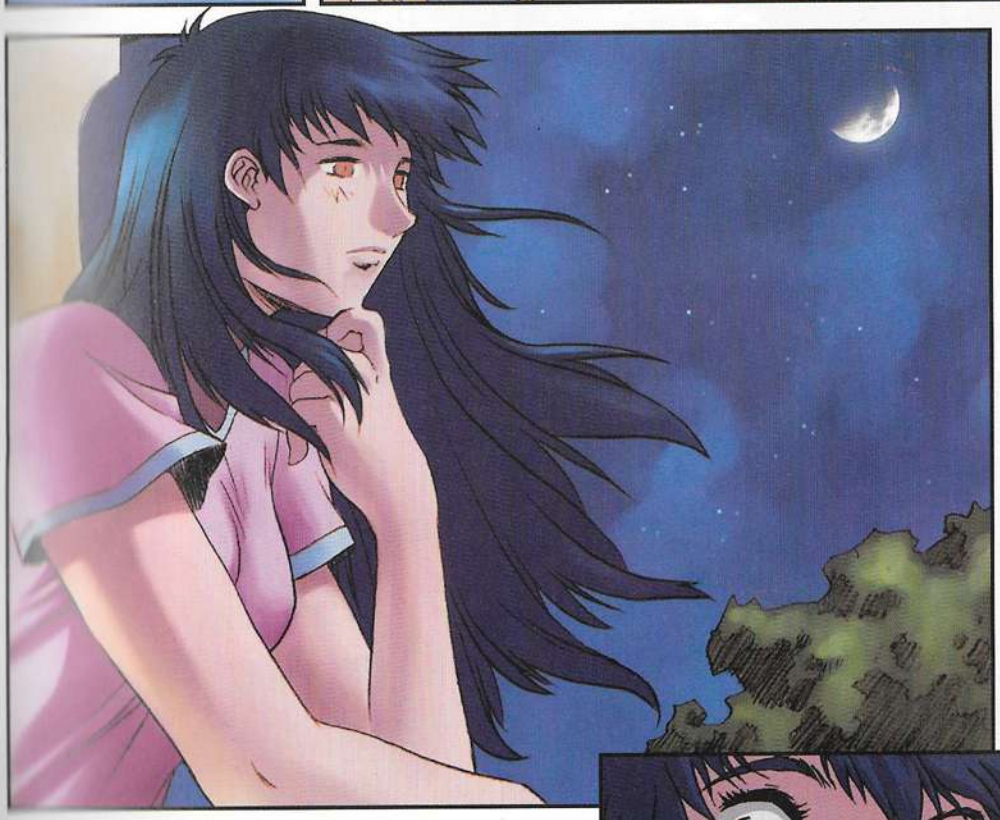
SHP
SHP
SHP

15 new
messages


21 MESSAGES

TD

FWSSHH



!

FWP
FWHP
HFF HFF HFF HFF
YAAAH
HFF HFF HFF HFF
AAAAHHH

SHE
SHHH

ITIGIL N'YO 'TO!!!

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# PASIG CHARACTER PROFILE

## MANDIRIGMANG ESCLABO

Ang mga mandingmang esclabo ang pangunahing sandata ng Pasig laban sa mga rebelde at sundalo ng Pilipinas noong Digmaan ng Signo. Di tulad ng ibang esclabo (na may mga markang kayumanggi sa noo), ang mga mandirigma ay sinasanay sa pakikipaglaban sa murang gulang pa lamang. Kulay puti ang kanilang marka sa noo.

## MGA MANUNUBOS

Itinatag ang samahan ng mga Manunubos (Bounty Hunters) ilang taon makalipas ang simula ng Digmaan ng Signo. Dahil sa kakulangan ng militar na nagsisilbing pulisya sa Pasig, naging laganap ang krimen sa loob ng lungsod. Itinaguyod ng Pamahalaang Bayan ang "Bounty System" na nagbibigay pabuya sa sinumang makapagdadala sa mga kriminal sa hustisya.

## TIGRE, CID at MAX

Mga nasawing kasapi ng pulutong ni Dante noong Digmaan ng Signo.

## KIARA

Dating kasapi ng pulutong ni Dante. Naging tapat at mapagtiwala sa kanyang kapitan hanggang sa kanyang kamatayan.

## MIGUEL

Kaibigan ni Dante at dating kasapi ng kanyang pulutong. May natatanging kaalaman at kasanayan sa paggamit ng iba't-ibang baril. Nakatira sa Makati kasama si Iyannah at Mariko.

## IYANNAH at MARIKO

Mga kaibigan ni Miguel at Dante. Si Iyannah ay pinanganak sa esclabong pamilya at ngayo'y nanirirahan sa tahanan ni Mariko, isang social worker.

## ELIAS

Dating kasapi ng pulutong ni Dante na may kakayahang bumasa ng mga bakas ng laban. Pansamantalang tinutulungan si Charen para tugisin si Dante at malaman ang tunay na nangyari sa kanilang pulutong.

VS

## CHAREN

Ang mersenaryong bakal na tumutugis kay Dante. Kinatatakutan ng kanyang mga kalaban dahil sa kanyang bangis at tapang. Dating kasapi ng pulutong ni Dante, at naging mag-aaral ni Mina sa Bataan.

## ??????

Di kilalang opisyal ng pamahalaang bayan ng Pasig na nagutos kay Charen na dakpin si Dante, patay man o buhay.

VS VS VS

## DANTE

Misteryosong mandirigmang esclabo na pinaghahanap ng mga manunubos at mersenaryo. Kapitan ng isang pulutong ng mga mandirigmang esclabo noong panahon ng Digmaan ng Signo.

VS

## MINA CRUZ

Nagsanay sa Bataan ng limang taon upang maging manunubos. Sa pagbalik niya sa Pasig, agad niyang natagpuan si Dante, ang taong kailangan niyang hulihin. Ngunit ang pagtupad ng kanyang misyon ay hindi naging madali...

VS

## ISIAH at RENNO

Magkapatid sa dugo at sa pakikidigma; tinaguriang mga pinakamababangis na manunubos sa buong Luzon. Kasalukuyan nilang tinutulungan si Charen na tugisin si Dante.

## TRISHA at MINA CRUZ

Mga kapatid ni Mina na inalagaan ni Dante ng ilang taon bilang pagtanaw ng utang na loob sa pamilya Cruz.

## LANDO RAMIREZ

Dating sabungero na ngayon ay nagtatrabaho sa minahan ng Signo sa Pasig. Naging masugid na manliligaw ni Mina.

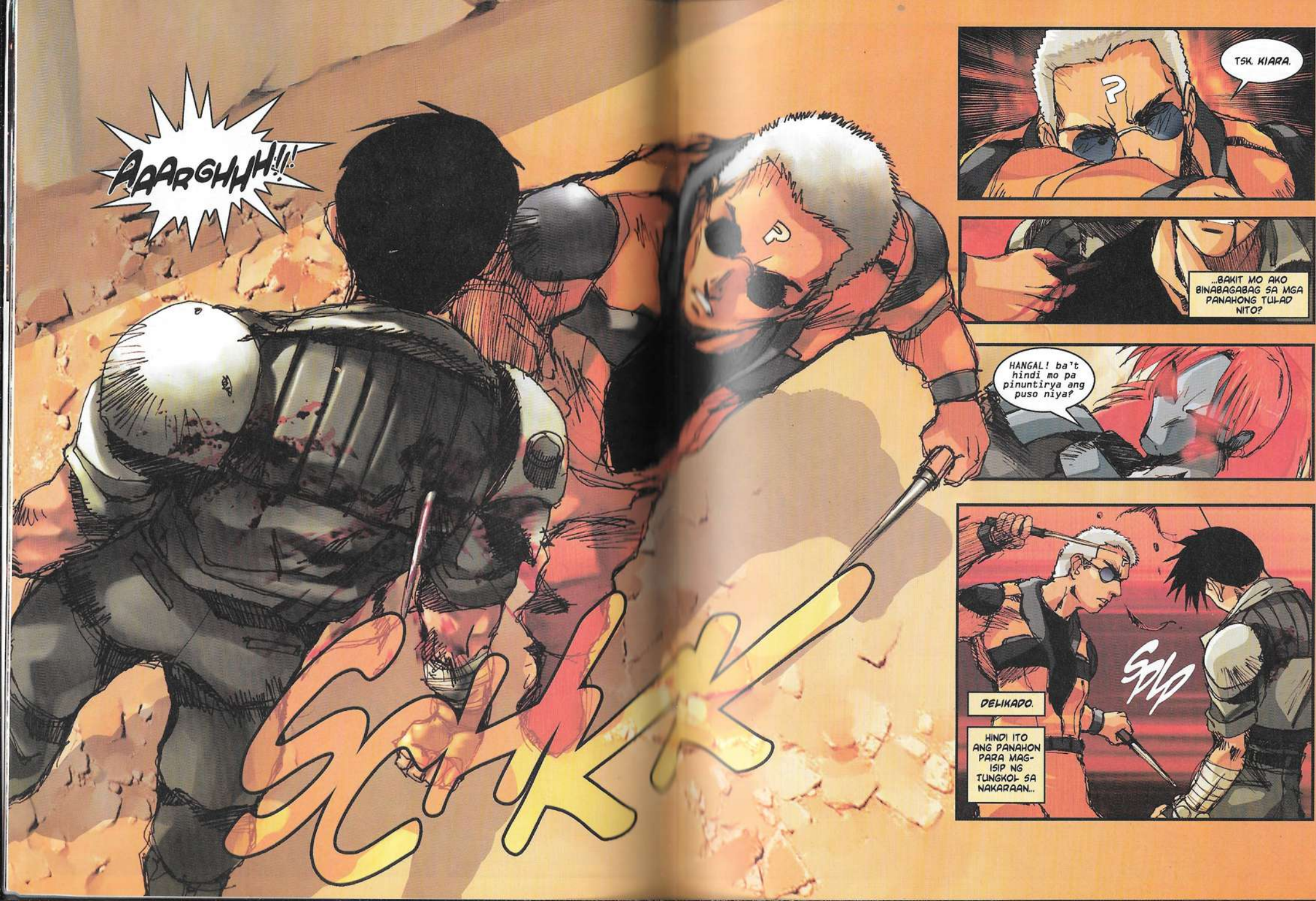
# PASIG

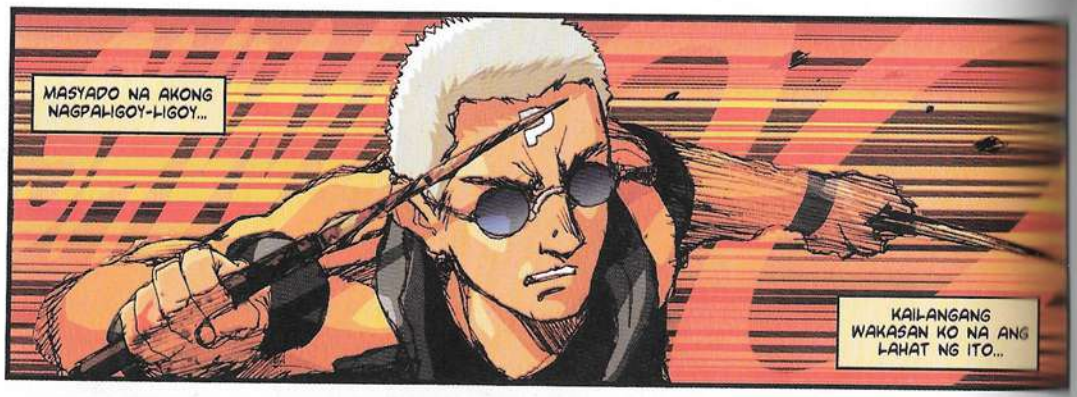
**IKA-14 NA KABANATA:**
SA MGA PARANG NG KATAKSILAN

**Story & Art by Tanga-Itog**
**Trails by: Jon Zamar**

SUSUBUKAN KO ANG BIHIS MO NGAYON!
LUMALABAN SIYA NA PARANG ISANG MABANGIS NA LOBO.
NAKAATAKE SIYA KAAGAD MATAPOS KO SIYANG SUGURIN... HINDI NA NIYA INIINDA ANG SUSUNOD NA GALAW NG KANYANG KALABAN...
MAPAPAKINABANGAN KO ANG KAALAMANG ITO...
...NGUNIT KAILANGAN KO PA RING MAG-INGAT...
HINDI NA ANG KAPITAN ANG KALABAN KO NGAYON... ITO NA ANG HALIMAW NA PUMASLANG KINA MAX, CID AT TIGRE...

LUMAKAS KA MAN O BUMILIS NG TATLONG BESES... MAKAKAKITA PA RIN AKO NG BUTAS SA IYONG DEPENSA...
...KAILANGAN KO LAMANG MAGHINTAY NG TAMANG...
...PAGKAKATAON!


AAARGHHH!!!
SCHK
TSK. KIARA.
...BAKIT MO AKO BINABAGABAG SA MGA PANAHONG TULAD NITO?
HANGAL! ba't hindi mo pa pinuntirya ang puso niya?
SPLP
DELIKADO.
HINDI ITO ANG PANAHON PARA MAG-ISIP NG TUNGKOL SA NAKARAAN...


MASYADO NA AKONG NAGPALIGOY-LIGOY...
KAILANGANG WAKASAN KO NA ANG LAHAT NG ITO...

FP
NAKAILAG!

OOF
H-HINDI!

KRASH

ELIAS! PANTE! ITIGIL NYO NA ANG KAHIBANGANG ITO! SI CHAREN ANG MAY KASALANAN NG LAHAT!

HA! HA! HA! sa tingin mo ba'y hindi niya nalalaman ang nangyari noong mga araw na iyon? hindi ganon katanga si elias!

ikaw ang walang nalalaman, miguel... nalinlang ka sa loob ng mahabang panahon..
ang taong pumaslang sa mga kasamahan natin...

...ay ang taong kaharap ngayon ni elias.
KASINUNGALINGAN!

NAKITA NG SARILI KONG MGA MATA ANG PANGYAYARI NOONG MGA ARAW NA IYON...
IKAW ANG NAGDALA SA AMIN SA KAPAHA-MAKAN!!!
KAPITAN! MASYADO NA TAYONG MATAGAL SA LUGAR NA ITO...
HINTAYIN NA LANG NATING BUMALIK SI ELIAS...
KAILANGAN NA NATING UMALIS BAGO PA MAN TAYO MATUNTON...

SAMANTALAHIN N'YO MUNA ANG PANAHON PARA MAKAPAGPA-HINGA...
KUNSABAGAY, TATLONG ARAW NA RIN TAYONG NASA DAAN... DI NA RIN MASAMA ANG ILANG ORAS NG PAHINGA...
BAH! ANG PAHINGA PARA SA MAHIHINA! ALAK LANG ANG KAILANGAN, AYOS NA AKO!
GAANO PA BA KALAYO ANG LALAK-BAYIN NATIN?
MGA DALAWANG ARAW PA SIGURO BAGO NATIN MARA-TING ANG KAMPO SA SAN LORENZO.
OI, MIGUEL! MAY NATIRA PA YATANG DELATA SA GOLEM, PAKI-PADALA NA LANG KAY CHAREN PABALIK...
TEKA, AKO NA PALA ANG MAGBABANTAY... TATAWAGIN KO NA MUNA SI CHAREN. KANINA PA SIYA NANDUN...
KAKAIN KA NANAMAN TIGRE?!
EH SA NAGUGUTOM AKO EH! HINDI BASTA-BASTA MAGPATUMBA NG GOLEM HA!

OI! CHAREN! BUMABA KA NA DYAN. AKO NAMAN ANG MAG-BABANTAY!
GLK
GLK
GLK
GLK
...
A-ANO'NG IBIG SABIHIN NITO?!
GLK
AAAAAGH

IMPOSIBLE!

SA DAMI NG TAMA KO SA KANYA NAGAGAWA PA RIN NIYANG LUMABAN

FWMP

katulad ng sinabi ko... wala kang nalalaman...

...ISANG SUGATANG LOBO...

...NA LALONG BUMABANGIS SA BINGIT NG KAMATAYAN...

ISANG PARAAN NA LAMANG ANG NAIISIP KO...

KUNG HINDI MAN AKO MAGTAGUMPAY SIGURADONG SI CHAREN NA ANG TATAPOS SA KAPITAN...

HFFHFFHFFHFF

HINDI KO HAHAYAANG MANGYARI IYON...

HINDI AKO MAGPA PATALO... BUHAY KO MAN ANG KAPALIT...

MAX.

KRG

TIGRE.

CID.

KIARA.

MAGKAKASAMA-SAMA NA RIN TAYONG LAHAT...

SHFF

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# Cat's Trail Character Guide:

**AIREE COLLETTE:** BIDANG MAKULIT. WANTED SA DALAWANG KONTINENTE NG MEMERIA. NAIS MAGING SIKAT NA MAGNANAKAW SA BUONG MUNDO.

**POLARIS RICOCHET:** TUMATAYONG KUYA AT TAGAPANGALAGA NI *AIREE*. MAHILIG SA *YOSI*.

**SHERIFF POPPY:** PINUNO NG HIMPILAN NG PULISYA NG *HAVANNA*. NANGAKO SA SARILING HUHULIHIN SI *AIREE*.

**RAGNAROK:** MALAKING IBONG SINASAMBA NG MGA TAGA-*FEATHERWOODS*. HINDI ONLINE GAME.

**SPOT:** NATAGPUAN NINA *AIREE* SA ISANG TAGONG YUNGIB SA *FEATHER'S PEAK*. ISINUMPA SI *AIREE* AT NILAGYAN SIYA NG KULILING.

## IRON MAIDEN

SA IRON MAIDEN MUNTIK NANG MAHULI NI *POPPY* AT NG KANYANG HUKBO SINA *AIREE* AT *POLARIS*. SAYANG.

**BUTLER REDD:** MISTERYOSONG LALAKING NAKILALA NINA *AIREE* SA *MANIRA*. PATAY NA PATAY KAY *AIREE*. SIMPLENG MANYAK.

chih-chen desert

**VS.**

## feather's peak

ANG TUKTOK NG *FEATHER'S PEAK* ANG PUGAD NG *RAGNAROK* - ANG "TAGAPANGALAGA" NG *FEATHERWOODS*. DITO RIN NATAGPUAN ANG BATONG *SPOT*, NA AKSIDENTENG NAPAKAWALAN NI *AIREE*.

## featherwoods

NASUNDAN AT NAHULI NINA *POPPY* SINA *AIREE* SA *FEATHERWOODS*. DITO SILA PANSAMANTALANG NAPIIT, DAHIL SA "TULONG" NI *BUTLER* (UH-IT) NAKALAYA ANG ATING MGA BIDA.

SA KABILA NG PAGSIGING MALAKING LUNGSOD NG *MANIRA*, NASUNDAN NINA *POPPY* SINA *AIREE* DAHIL NA RIN SA "TULONG" NI *BUTLER*.

maya falls

## MANIRA

**ANGEL MEI:** BOSSING NG MEMERIA. PUNONG-TAGAPAGLAHAD NG KUWENTO NG *CAT'S TRAIL*.

god plains

**WHOMPERS KAEDAN:** SEKSING MIYEMBRO NG *THIEVES' GUILD*. TINUTURING NA ATE NI *AIREE*. ASINTADO SA PAGGAMIT NG *PISTOL*.

**BRIDGETTE:** ISA SA PINAKABATANG MIYEMBRO NG *THIEVES' GUILD*. IDOL SI *AIREE*.

**ROLAND:** DRAGON/ALAGA NI *BRIDGETTE*. HINDI SANAY LUMIPAD. BUMUBUGA DIN NG APOY... KONTI LANG.

eli's camp

## havanna

ANG *HAVANNA* ANG ISA SA PINAKAMALAKING KAHARIAN SA KONTINENTE. DITO MATATAGPUAN ANG *THIEVES' GUILD* NA KINABIBILANGAN NG PANGKAT NI *AIREE*.

**KARIN:** NASASAILALIM KAY *ANGEL MEI*. SEKSING MANGKUKULAM... ESTE... MANGGAGAWAY DAW.

**LGIN:** LITTLE GREEN INDIAN NINJA. 'YUN DAW SIYA. DAKILANG ALALAY.

**MR. ALIEN:** NANGGUGULO LANG SA KWENTO. KINIDNAP SI *KARIN* PARA GAWING TAGA-SHINE NG SAPATOS SA KANILANG PLANETA. *MINT FLAVOR*.

ISANG GRUPO NG MGA BANDIDONG NINJA ANG NANGGUGULO SA MGA MANGANGALAKAL NA NAGDADAAN SA *SERPENT'S PASS*. SI *SIR ALFRED* NG *HAVANNA* ANG NAATASANG UMAYOS NG GULONG ITO.

LP: 16000

**SIR ALFRED VINCENT:** ANG MAKISIG NA PINUNO NG *ELITE SQUAD* NG *HAVANNA*. MAGALING SA PAGGAMIT NG *FLAT-LANCE*.

**VS.**

LP: 12000

**YUKIKO:** PINUNO NG MGA [illegible] DIDONG NINJANG NANGGUGULO SA *SERPENT'S PASS*. PROUD SA MAGANDANG NIYANG BUHOK. *SHAMPOO LANG!*

## SERPENT'S PASS

**Cat's Trail episode 14**

Story by: E. A. & M. C. S. Damaso

Art by: E. A. Damaso

Colors by: Robi

CATOS TRAIL

Episode 14: Paghamon

AALIS NA BA TAYO?
OK NA?
KWEE! KWEE!
WALA NA ATANG MAKAKA-HALATA.
ANO NA'NG NANG-YAYARI?
TARA NA!
HUPS!
HOPYA!
RARRR!!!
TING
NGARS! NGARS!
SHAPE OF... A CACTUS!
FORM OF... A ROCK!
ROWRR!!!
ARF! ARF! ARF!
WOK
HYAAAAHH!!!
WAK
HAIIYAAAH!!!
THOK

YES!!! UMUBRA ANG MGA BALATKAYO NATIN.
ANG GALING NG ACTING KO 'NO?
SORI NA.
NASUNDOT MO MATA KO E.
THE COAST IS CLEAR!
HUH!
IKAW 'YUNG NANGGULO SA GUILD NAMIN A!!!
SHAAAAAAAA
SANDALI! SIYA ANG DAHILAN KUNG BA'T TAYO NANDITO NGAYON. AYOKO MAN SIYA, KELANGAN KO SIYA PARA MAWALA ANG KULILING KO.
ANG SUSUNOD NA HAKBANG NG 'YONG MISYON AY...
...KELANGAN MONG MATUN-TON ANG KUTA NG MGA BANDI-DONG NINJA.
DOON MO LANG...
...MA.
...AT TAP...
...SA...

ANO 'YUN? HINDI KO MA-GETS.
...SA 'PAG... HIN...
ZZT ZZT ZZT ZZT
BAKIT NAPU-PUTOL? ANO'NG NANGYAYARI?
MAHINA SIGNAL?
ARRRGH

AY YUCK. HINDI KO NAINTIN-DIHAN 'YUNG HUWING BAHAGI.
FLOP!
ENG?
BASTA ANG NAINTINDIHAN KO LANG NA PARTE E HANAPIN ANG KUTA NG MGA NINJA.
'DI 'YUN NA.
ARAY. 'SAKIT NG MATA KO.

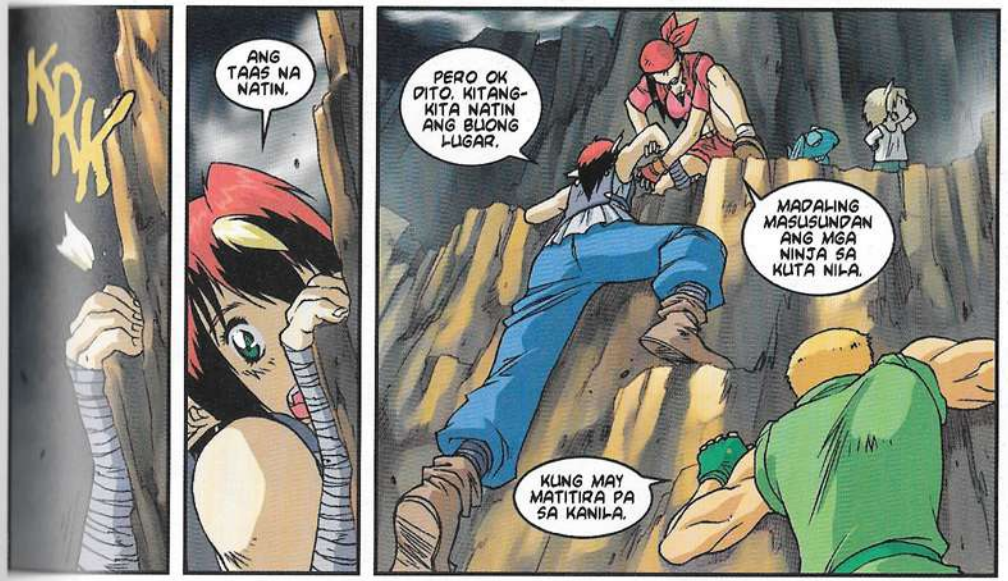
BAM!
NANDITO NA NAMAN AKO SA KUWEBANG ITO. HINDI PA NGA AKO TUNAY NA MAKALAYA.
PAG-ASA KO ANG BATANG 'YUN.

KLINK!
SHHH
SLIP

SLING!
ALFRED, HUWAG MO SABIHING HANGGANG DIYAN KA NA LANG.
HINDI ITO ANG LABANG INAASAHAN KO. HUWAG MO SANA AKONG BIBIGUIN.
SLING!
MASAMA AKO MAGALIT.

LUMABAN KA!!!
SHLICK!
WHOK
SHRLLP
SLSH
BAG!

'WAG KANG MAG-ALALA...
...IBIBIGAY KO SA 'YO...
KRAK
KRIK
...ANG LABAN NA HINA-HANGAD MO!
SHIFT
WASH!!!
WOW! ANG GALING NG SPECIAL EFFECTS (KAHIT 'DI KELANGAN). I GIVE IT A PERFECT 10!
10
ZZZZ...
1
PA-EPEK-EPEK KA PA DIYAN... ANO 'YAN? TINANIMAN NG BOMBA 'YUNG KARWAHE? BOO! BOO!
BOO! BOO!


KRAK
ANG TAAS NA NATIN.
PERO OK DITO. KITANG-KITA NATIN ANG BUONG LUGAR.
MADALING MASUSUNDAN ANG MGA NINJA SA KUTA NILA.
KUNG MAY MATITIRA PA SA KANILA.

MERON 'YAN!
NAKITA MO BA 'YUNG BABAENG NINJA? ASTIG SIYA! ANDAMI NIYANG NAPATUMBANG SUNDALO.
SHKRRAK
PARANG PAMILYAR SA AKIN ANG MGA TECHNIQUES NIYA...

AYOKO NANG ISIPIN PA!
HRUG

NAKAKATAKOT ANG BILIS NIYA SA PAGKILOS!
"WALANG HUMPAY ANG KANYANG PAGSUGOD..."
"...KAHIT GANUN KABIGAT ANG SANDATA NIYA..."
"...HINDI BA SIYA NAPAPAGOD?"
VSH!
VSH
VSH
NAKUP!
SHRIIP
MUNTIK NA AKO 'DUN.
HINDI KA NA TUMATAWA BINIBINI?
HMPF!
VWOOSH!
HINDII BA'T ITO ANG KANINA MO PA IINAASAM-AISAM?!

HA?! KELANGAN KO NG BUWELO!
FSH
FSH
FSH
FSH
TANG-GAPIN MO 'TO!!!
HEHE! SIGE LUMAPIT KA LANG.
BUTLER, AKYAT NA!
KRAK!
AH MY GULAY!
NGAYON NA!!!
FSH
DUG!

# Animax Asia:

## 24 Hours of Anime, Unimaginable? Think Again!

*by The Otaku Tourist*

***Shh . . . listen. Can you hear that? That is the sound of millions of anime fans all across Asia rejoicing (or at least, the ones with cable).***

In January of 2004, ***Animax Asia*** - the first and only 24 hours a day, 7 days a week anime channe was launched. With the backing of one of the biggest entertainment media companies on the planet, ***Sony Pictures Entertainment***, Animax Asia promises to deliver only the latest and most popular ani from Japan's top animation studios and producers. And so far, they've kept their promise! Just take a look at their schedule (see below).

Animax Asia's slogan is "Anime for Everyone" and they have stayed true to this by picking a range shows that will appeal to viewers of all ages, both males and females. These shows are divided into fo time blocks:

### Kids Hour

**Mondays-Fridays, 5pm-7pm**

This time block targets 7 to 14 year olds with anime that are educational and entertaining. Filipinos ar already familiar with **Nobody's Girl** (or **Remy**, as it's more popularly known here) and **Cyborg Kuro-chan**, which have been aired locally. I'm particularly enjoying watching the crazy Cyborg Kurochan ag

### Youth Hour

**Mondays-Fridays, 7pm-9pm**

This time block targets teenagers 15 years old and above with anime that are steeped in fantasy, scien fiction and even sports. **DT Eightron** and **Ultra Maniac** are loads of fun but the runaway hit in this ti block, and perhaps for the entire channel, is **GTO**. (*GTO was featured April last year in Culture Crash #10-*

### Mega Zone

**Mondays-Fridays, 9pm-11pm**

This time block features anime that have never been broadcast outside of Japan before, and are exclus to Animax Asia. Your conscience can now rest easy since you'll no longer resort to not-so-legal means see **Chobits** or **Ghost in the Shell: Stand Alone Complex**.

### Super Maniax

**Mondays-Fridays, 11pm-12mn**

This late nighttime block is for the mature anime fan. It features the dark and violent anime – you kn the ones Evil Groobs loves so much – like **Texhnolyze**.

And to all those poor anime fans who go to school or work, Animax Asia feels your pain. That's wh all the anime shown during the week are replayed during weekends! And in solid blocks too. Of cours special shows are inserted between blocks just to spice things up. On Saturdays you get to see **Ailes Grise** and **Cyborg 009**, and on Sundays you can catch **Stratos 4** and the brand new series of **Astro Boy**. (*Astro Boy was featured June last year in Culture Crash #11 –Ed. again*)

With a nice mix of classic and modern favorites, and a sensible approach to programming, Animax Asia has truly given anime fans what they want. And with the exciting schedule changes lined up for F ruary, not to mention plans for contests and events, there's no sign of slowing down. I think that calls more rejoicing!

## SCHEDULE OF PROGRAMS

### MONDAY - FRIDAY

***Kids Hour***

Cyborg Kurochan
5:00 pm
replays: 8:00 am; 1:00 – 2:00 pm

Nobody's Girl
6:00 pm
replays: 9:00 am; 2:00 – 3:00 pm

Princess Sarah (starting February 5, partly replacing Nobody's Girl) 6:00 – 6:30 pm
replays: 8:30 am; 2:00 – 2:30 pm

***Youth Hour***

DT Eightron
7:00 pm
replays: 9:30 am; 1:00 – 1:30 am

Ultra Maniac
7:30 pm
replays: 10:00 am; 1:30 – 2:00 am

.hack//SIGN (starting February 24, replacing Ultra Maniac)
8:00 pm; replays: 9:30 – 10:00 am; 1:30 – 2:00 am

Get Backers (starting February 20, replacing GTO) 8:30 – 9:00 pm
replays: 7:00 am; 10:30 – 11:00 am; 12:30 – 1:00 am

***Mega Zone***

**Chobits**
9:00 – 10:00 pm
replays: 11:00 am – 12:00 pm; 3:00 – 4:00 am

**Ghost in the Shell: Stand Alone Complex**
10:00 – 10:30 pm
replays: 12:00 – 12:30 pm; 4:00 – 4:30 am

**Lamu the Invader Girl**
10:30 – 11:00 pm
replays: 12:30 – 1:00 pm; 4:30 – 5:00 am

**Clamp School**
(starting February 4, partly replacing Chobits)
9:00 – 9:30 pm
replays: 11:00 – 11:30 am; 3:00 – 3:30 am

**Gene Shaft** (starting February 24, replacing Ghost in the Shell: Stand Alone Complex )
10:00 – 10:30 pm
replays: 12:00 – 12:30 pm; 4:00 – 4:30 am

***Super Maniax***

**Texhnolyze**
11:00 pm – 12:00 am
replays: 2:00 – 3:00 am; 5:00 – 6:00 am

**Wolf's Rain**
(starting February 3, partly replacing Texhnolyze)
11:00 – 11:30 pm
replays: 2:00 – 2:30 am; 5:00 – 5:30 am

### SATURDAY

**DT Eightron / Saber Marionette J**
6:00 – 8:30 am
replays: 4:00 – 6:30 pm; 3:30 – 6:00 am

**Cyborg Kurochan**
8:30 – 11:00 am

**Ailes Grise**
11:00 – 11:30 am
replays: 9:00 – 9:30 pm; 2:00 – 2:30 am

**Cyborg 009** (starting February 7)
11:30 am – 12:30 pm
replays: 9:30 – 10:30 pm; 2:30 – 3:30 am

**Chobits / Clamp School**
12:30 – 3:00 pm
replays: 6:30 – 9:00 pm

**Nobody's Girl**
3:00 – 4:00 pm
replays: 1:00 – 2:00 am

**Texhnolyze / Wolf's Rain**
10:30 pm – 1:00 am

### SUNDAY

**Ultra Maniac / .hack//SIGN**
6:00 – 8:30 am
replays: 4:00 – 6:30 pm; 3:30 – 6:00 am

**Chobits / Clamp School**
8:30 – 11:00 am

**Astro Boy**
11:00 am – 12:00 pm
replays: 9:00 – 10:00 pm; 2:00 – 3:00 am

**Stratos 4**
12:00 – 12:30 pm
replays: 10:00 – 10:30 pm; 3:00 – 3:30 am

**Get Backers**
12:30 pm – 3:00 pm
replays: 6:30 – 9:00 pm; 10:30 pm – 1:00 am

**Princess Sarah**
3:00 – 4:00 pm
replays: 1:00 – 2:00 am

ANIMAX

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# CHARACTER AND STORY OVERVIEW

KUBRI KIKIAM

**JOSE**
Ang nasawing ama ni Argel at kaibigan ni Gani. Nasawi sa aksidenteng pagkahulog sa fishball grinder ng factory ni Gani.

**SELMA**
Asawa ni Jose at nanay ni Argel. Hindi nakayanan ang hirap ng kanyang buhay kaya't nagpasyang iwan si Argel sa pag-aalaga ni Gani.

**GANI**
Retiradong heneral na ngayo'y isang fishball entrepreneur. Siya ang kasalukuyang pinuno ng hukbo ng mga squidballs at fishballs, at dating pinuno ng mga kikiam.

**EDWARD**
Kaibigan ni Gani. Kasalukuyang nagbabantay kay Argel sa ospital.

**ARGEL**
Ang nag-iisang anak nina Jose at Selma. (Kasalukuyang naka-confine sa San Dimas Medical Center dahil sa sakit na Tetanus.)

**JUNK SHOP**
Ang sinunog nina Ralf at ng mga fishballs sa utos ni General Isagani Salonga (under Operation Argel). Dito rin dati nagtatrabaho si Argel.

**SAN DIMAS MEDICAL CENTER**
Dito kasalukuyang naka-confine si Argel dahil sa sakit na Tetanus.

**GANI'S FISHBALL**
Ang kumpanya ni Gani at himpilan ng hukbo. Dito kasalukuyang nakikipaglaban ang mga kikiam sa hukbo ng mga fishballs at squidballs.

**RALF**
Ang pangalawang pinuno ng hukbo. Isang squidball at mahusay na sundalo na ngayo'y minumulto ng mga alaala ng kanyang nakaraan...

**ANG HUKBO**
Binubuo ng mga squidballs at fishballs na pinamumunuan ni General Isagani Salonga. Mga mortal na kaaway ng mga kikiam.

**ANG MGA KIKIAM**
Sina Dodon, Manny at Benjo. Nadakip ng hukbo pero pinakawalan din ni Gani. Kinakalaban nila ngayon ang mga squidballs at fishballs upang makatakas sa kampo ng kalaban.

**NORIO**
Alaga ni Gani na iniregalo sa kanya dati ni Jose. Naging isang mala-halimaw na nilalang matapos maluto sa microwave oven ni Gani.

**MICROWAVE OVEN NI GANI**
Ang nagluto kay Norio at nagpabago sa kanyang anyo. Hindi sigurado kung nasira ito noong gabing mamatay si Jose.

KUBRI KIKIAM

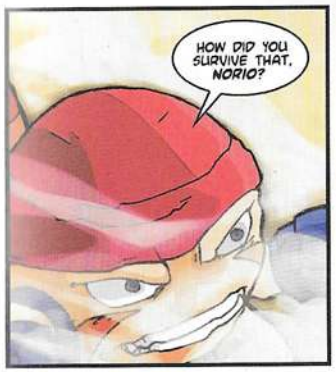
## Great Balls of Fire
## Part 4: Deadly Ground

Original Concept by Alfredo Rosales

Story, Kikiam & Colors by Michael David

Fishballs & Squidballs by Tuga-Dog

Additional Colors by Jon Zamar



BRAAM!

PHOOOM!!

DODON!!!
HEH! AT LEAST WE KNOW WHO YOU'RE WITH.

NORIO! ANONG GINAGAWA MO?!

NORIO. 'YUN PALA ANG PANGALAN KO.
HUH?! PAANO KA NAKAKAPAG-

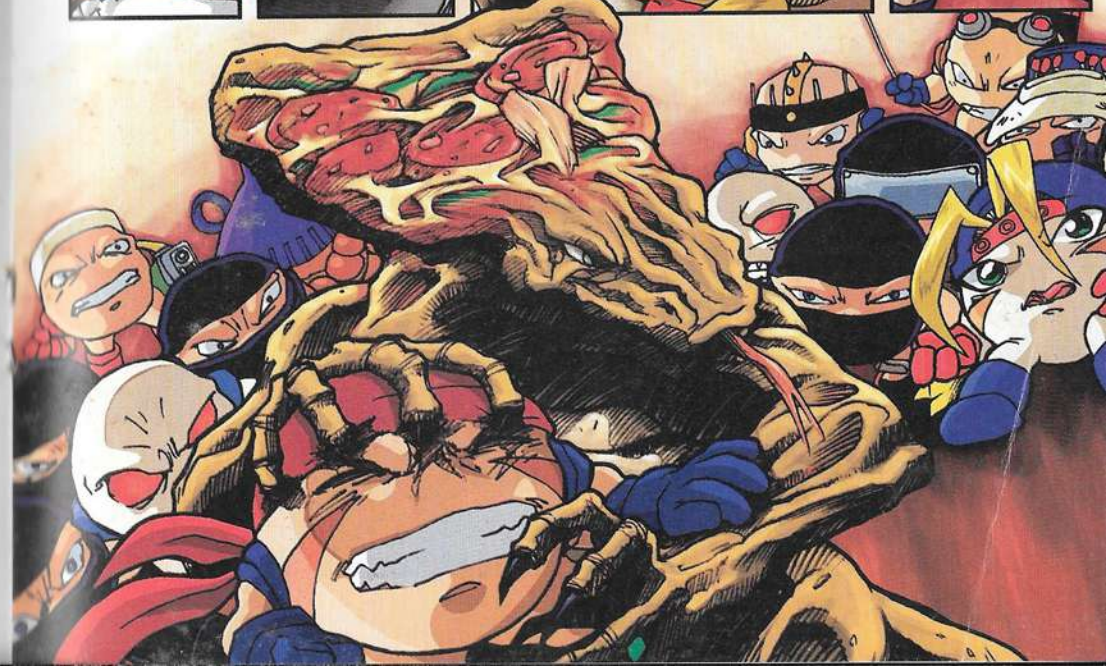
SALITA? DATI PA. NGAYON LANG AKO NABIGYAN NG BOSES. SALAMAT SA ISA SA INYO, MAJOR.

ISA SA AMIN?

NINJA BALL 7!

NORIO! PAKAWALAN MO ANG IYONG BIHAG!

KUNG HINDI'Y MANANAGOT KA!



NINJA BALLS ATTACK!!!

PRAGADAAAG!

KURAEEEEE!!!

NORIO DEFLECTED CHOPSWEH'S ATTACK!
NANI?!

THIS IS AN UNFAVORABLE BATTLE.

TIME TO NEGOTIATE.
NINJA BALL ?! ITIGIL MO NA 'TO!

KAHIT ANONG MANGYARI AY BAHAGI KA PA RIN NG HUKBO!
TANDAAN MO ANG IYONG SINUMPAANG TUNGKULIN!

TUNGKULIN?
TOMAHUK! SAGHIT!

SHRAAK!

AYOKONG TANDAAN...

GUSTO KONG LUMAYA!!!

ARAY...

TANGINANG SUNTOK 'YAN AAAAH!

ANG INIT, PARANG MAY NI-ULU...
KSSH

PAG!

TANGINA SAKIT. KINANGINA BAHALA NA SINA MANNY AT BENJO SA SARILI NILA.

KAYA PALA ANG INIT, DITO TUMULIRIT YUNG PINTO NG OBEN.

NASUSUNOG YUNG KARTON SA INIT. PATI YUNG MGA...
ETHYL
DANG
EXTRE

THYL ETH
DANGER

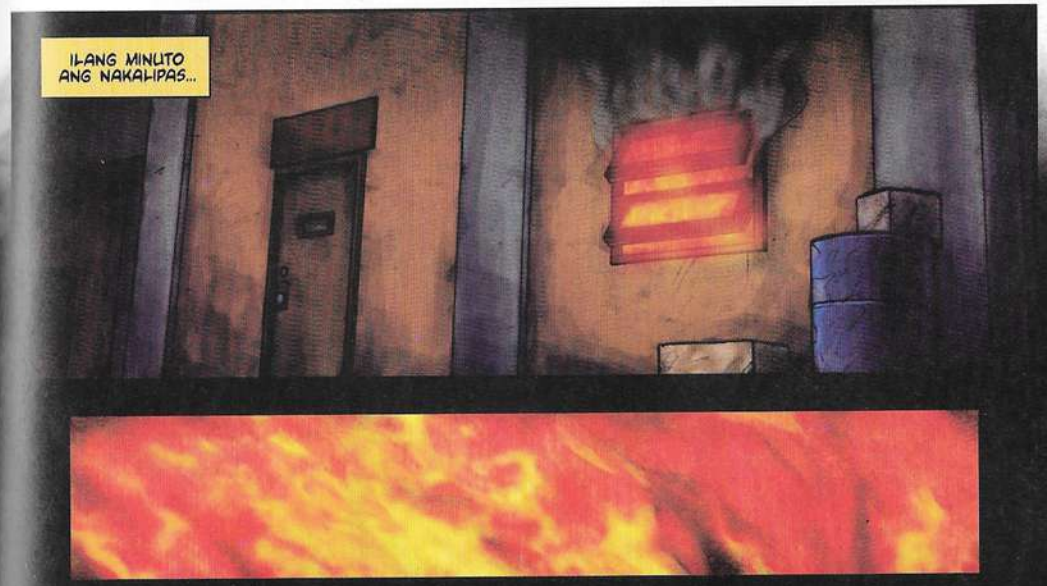
AY PUKE.

EH?

GABI NA PALA.

BAD TRIP. DAPAT PALA NAGHAPUNAN MUNA AKO BAGO UMALIS SI GANI.

WALA NAMAN SIGURONG MAG-IIWAN NG SULAT UH!T NGAYON 'NO?


ILANG MINUTO ANG NAKALIPAS...

PURO APOY NA LAHAT.
WALA NA 'KONG NARARAMDAMAN.

GANITO BA KUNG MAMAMATAY KA NA?
SABI NI BENJO 'PAG MALAPIT KA NANG MAMATAY, MAKIKITA MO'NG BUHAY MO NA PARANG PINAPALABAS SA TV.*

ITO NA BA 'YON? PANGET. WALANG KULAY.

TEKA, PAMILYAR 'TO AH.

ITO RIN.

ALAM KO 'TO!

JE... JEN-JEN.
'WAG KA NG UMIYAK. NANDITO NA SI KUYA.

PASENSYA NA JEN.
WALA AKONG NAGAWA.

IS EVERYONE ACCOUNTED FOR, LIEUTENANT?!

DIFFICULT TO SAY, MAJOR! THE EXPLOSION WAS TOO POWERFUL!
KAILANGAN NA NATING TUMAKAS, MAJOR! KUMAKALAT NA ANG APOY!

WALA TAYONG IIWANAN!

WALA NA RIN TAYONG TATAKASAN!
TOJIKO-MERARETA ZO!

BRAAG!

THERE'S OUR OPENING!

FAN FEATURE

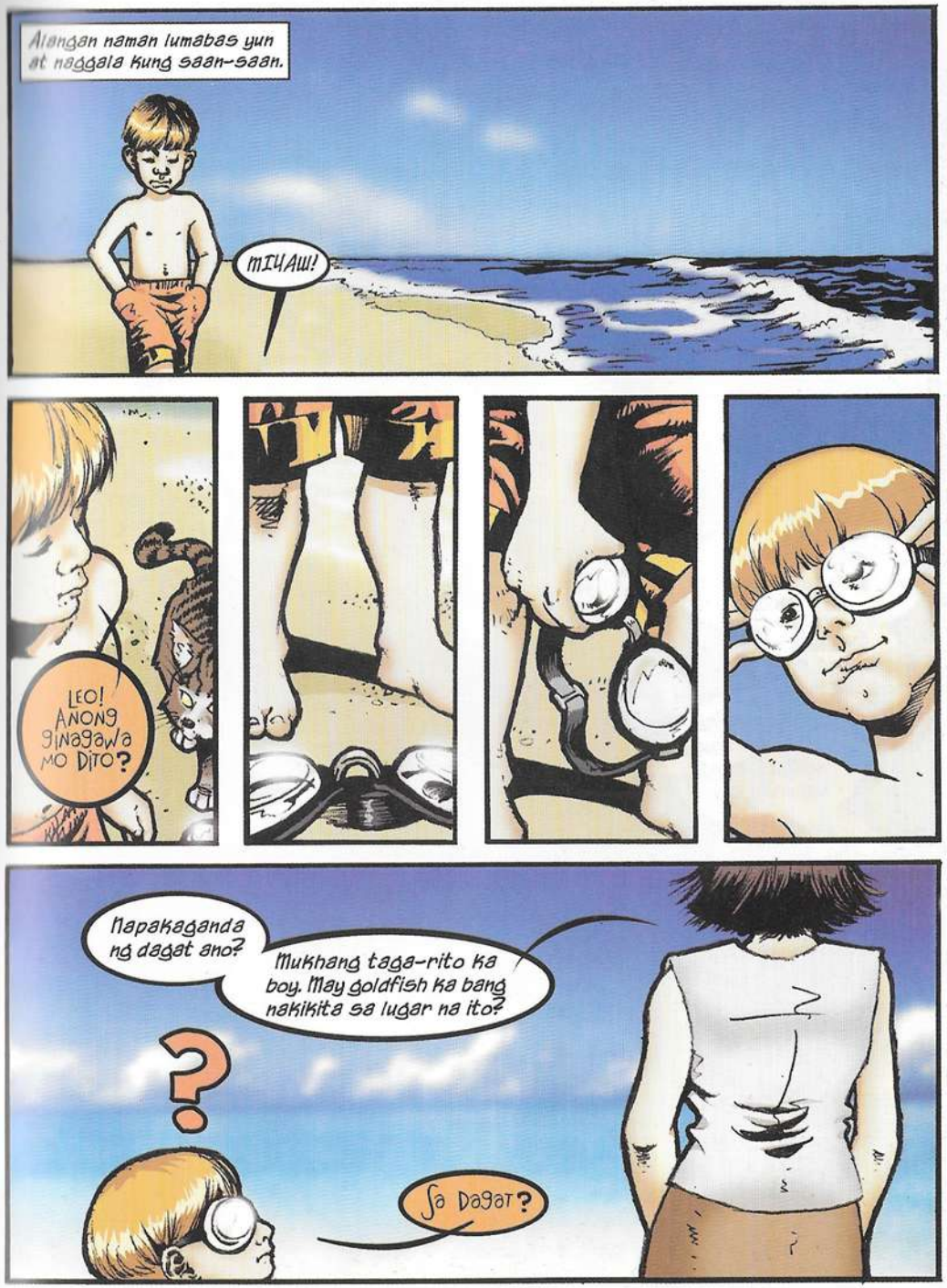
IF FISHES COULD TALK... WOULD YOU LISTEN?

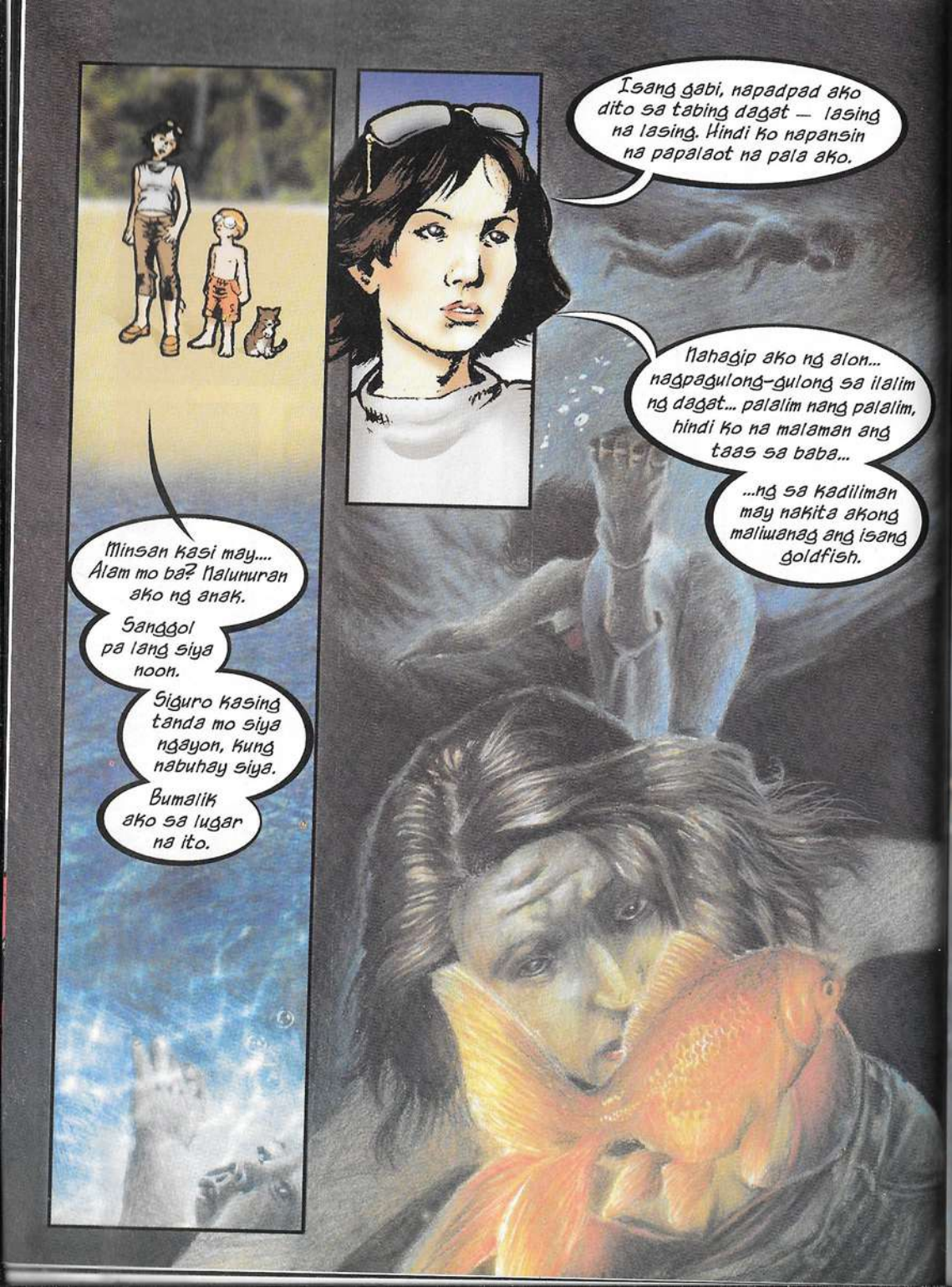
# A FISHY TALE

CREATED BY
RED DE LEON

TRANSLATED BY
LOISA SAN JUAN

Leo, nasan ba si Ingot? Hindi ba ikaw ang tagabantay niya?
miyaw.
SNIFF
SNIFF
Ma! Nawawala na naman yung goldfish ko! Ipapakita ko pa naman sana siya sa kaibigan ko.
Hah?! Hindi puwedeng basta-basta na lang nawala yun.
SNIFF
SNIFF


Alangan naman lumabas yun at naggala kung saan-saan.
MIYAW!
LEO! ANONG GINAGAWA MO DITO?
Napakaganda ng dagat ano?
Mukhang taga-rito ka boy. May goldfish ka bang nakikita sa lugar na ito?
?
Sa dagat?


Minsan kasi may.... Alam mo ba? Nalunuran ako ng anak.
Sanggol pa lang siya noon.
Siguro kasing tanda mo siya ngayon, kung nabuhay siya.
Bumalik ako sa lugar na ito.
Isang gabi, napadpad ako dito sa tabing dagat — lasing na lasing. Hindi ko napansin na papalaot na pala ako.
Nahagip ako ng alon... nagpagulong-gulong sa ilalim ng dagat... palalim nang palalim, hindi ko na malaman ang taas sa baba...
...ng sa kadiliman may nakita akong maliwanag ang isang goldfish.

...Sinundan ko siya...
...hanggang makita ko...
...ang liwanag ng buwan.
Sa pag-ahon ko hinanap ko sa paligid yung goldfish. Hindi ko na nakita.
Boy. Wala ka bang naririnig na mga kuwentong tulad nito?
KUWENTO? MAY SABI-SABI PO...

... na kaya...

... ang isang bata...

...ay hindi nakaranas ng sapat na pagmamahal...

... at namatay ng sanggol pa lamang, hindi siya makakapasok sa langit.

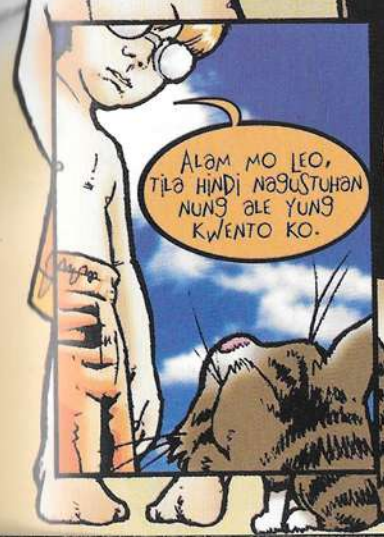
Dahil dito, babalik ang kaluluwa ng bata...

...bilang isang alaga...

para maranasan niya ang pag-aaruga at pagmamahal na maipagkait sa kanya.

Sabi ninyo po kanina na namatayan kayo ng anak.
Hindi kaya kaluluwa ng anak ninyo yung nakita nyo?

Hihihi. Naku boy, kung anu-ano ang pinagsasabi mo. Mga bata talaga ngayon. Masyadong pilyo.
... naging goldfish ang kaluluwa ng anak no? Yeah, right....


Alam mo Leo, tila hindi nagustuhan nung ale yung kwento ko.

O nga pala, paano mo ako natunton?
Mee-yaw.

Amoy isda ako?!

## Definitely More Than H.O.T.

# KANGTA

by Presea

Being an anime fan, it didn't take me long to discover Japanese music (or J-music for short). But being the adventurous music lover that I am, I eventually found myself drawn to Korean music, specifically Korean pop (K-pop).

It's surprising how the K-pop fandom has been growing in the country these past few years. I'm sure fans of this music genre would agree that among Korea's most talented pool of singers and musical performers, **Kangta** shines the brightest. What K-pop fan wouldn't know this charming pop star and soulful balladeer? A former member of K-music's most famous boyband, **H.O.T.** (**High-five of Teenagers**), Kangta is one of Korea's most wanted, top selling artists.

### *Boyband sensation*

Before Kangta, there was H.O.T.. This popular boyband with members Moon Heejun, Lee Jae Won, Woo Hyuk, Kangta and Tony An took Korea's music industry by storm in 1996 with their first single, *Junsae Hooeh* (Warrior Descendant), from the album *We Hate All Kinds of Violence*. The group was accused of plagiarism - one of the songs in the album was reportedly similar to singer Cypress Hill's - but controversy didn't stop them from releasing another album, *Candy*, which proved even more successful than the first. From then on it seemed like nothing could keep H.O.T. from rising to the top: sales increased and charts were ruled by their successive albums *Wolf and Sheep*, *Resurrection*, *I-yah!* and *Outside Castle*. In December 4, 1997, the ***Seoul Gayo Daesang***, one of the most esteemed *gasoo* (Korean singer/artist) award-giving bodies, gave H.O.T. the ***Daesang Award***, which is the recognition given to the best artist with an album.

However, the group disbanded in 2001 after a payola scam involving SM Entertainment (the group's record company) was revealed, dealing a huge blow to Korea's music industry and breaking fans' hearts.

Presently, H.O.T. members have their own musical careers: Heejun and Kangta are solo artists while Tony, Jae Won and Woo Hyuk perform as the group jtL.

### *Going solo*

In his solo career, Kangta proved himself to be more than a former H.O.T. member. In 2001, Korea saw a more serious and introspective Kangta with his first single, *Bookgeuksung*, from the album *Polaris*. Other top singles from this album were ballads like *Thanks God*, upbeat dance songs like *Seumeulset* (My Life) and jazzy tunes such as *Doobidub*. His second album, *Pine Tree*, with popular cuts like *Sarangun Giokboda* (Memories), *Propose*, *Happy Happy*, *The Best* and *Gobek* (Confession), was a showcase of musical diversity. It also included some of his own compositions.

Barely a month after his musical debut, Kangta staged a "guerilla concert" (a concert with a twist, where artists themselves market the said performance). During the event itself, he was amazed to see 15,874 fans, a number that totally surpassed attendance at H.O.T.'s own guerilla concert.

Kangta has been a recipient of numerous ***Bonsang awards*** (a recognition second in rank to the Daesang Award), but he bagged his biggest award on February 2, 2002, when he was awarded as the ***Most Favorite Asian Artist*** in the MTV Asia Awards in Singapore.

In between making albums, he has been involved in various collaborative projects, the latest of which was with Shinhwa member Shin Heysung and Lee Ji Hoon. Under the name **Group S**, they released an album entitled *Fr. in. Cl.* last September, with popular cuts *I Swear*, *Michyossotjyo* (Just One Moment) and *Sarang Ni* (Love is..). Kangta composed six out of eleven songs as well as produced the said album. Noteworthy in this collection are his exceptional vocals (blending well with Hye Sung and Ji Hoon's), soulful songs, and occasional samples of the group's sexy speaking voices (especially in *I Was*).

I recommend checking out Kangta's albums, especially to those who are strangers to K-music. There's definitely more to this artist than his pretty face; he's an artist in his own right.

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*H.O.T. and Kangta-related info courtesy of SM Entertainment (www.smtown.com) and Hyunynara (http://www.hyunynara.pe.kr/kangta.html), translated by JC Resultay.*

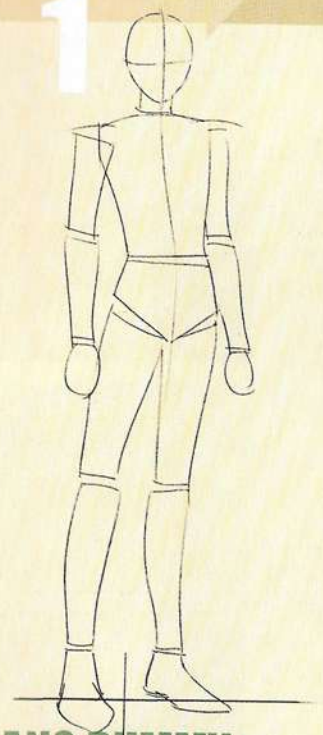
IQ40 ON

# HOW WE DRAW 14

## HOW TO DRAW THE MALE FIGURE

Sa ***"How We Draw 5"*** (na dating pull-out poster sa ***Culture Crash 5.5***), nagbigay ako ng mga tips sa pagguhit ng isang anime character. Ang ginamit kong model noon ay babae, kaya sa isyung ito (para hindi sabihing biased tayo...ehehe...) ang modelong gagamitin natin ay lalaki. Heto ang mga hints at tips sa pagguhit ng lalaki, maging ang mga ilang paliwanag sa kaibahan ng katawan ng lalaki sa babae. Simulan na natin...

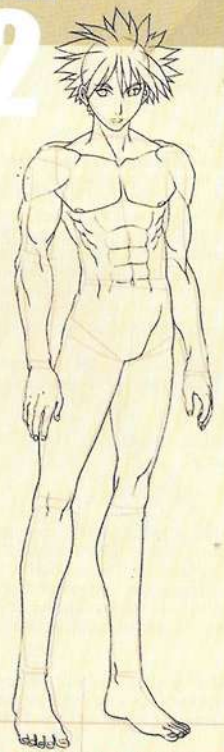
## STEP 1



### ANG DUMMY

Tulad ng ginawa kong panimulang hakbang sa HWD 5, gagawa muna tayo ng porma ng isang tao sa pamamagitan ng paggamit ng mga simpleng hugis. Ito ang magiging guide natin sa pagguhit. Importante ditong malaman kung ano ang "pose" ng iguguhit niyo. Sa ating halimbawa ay simpleng nakatayong tao lamang ang gagawin natin.

## STEP 2



### ANG NUDE MODEL

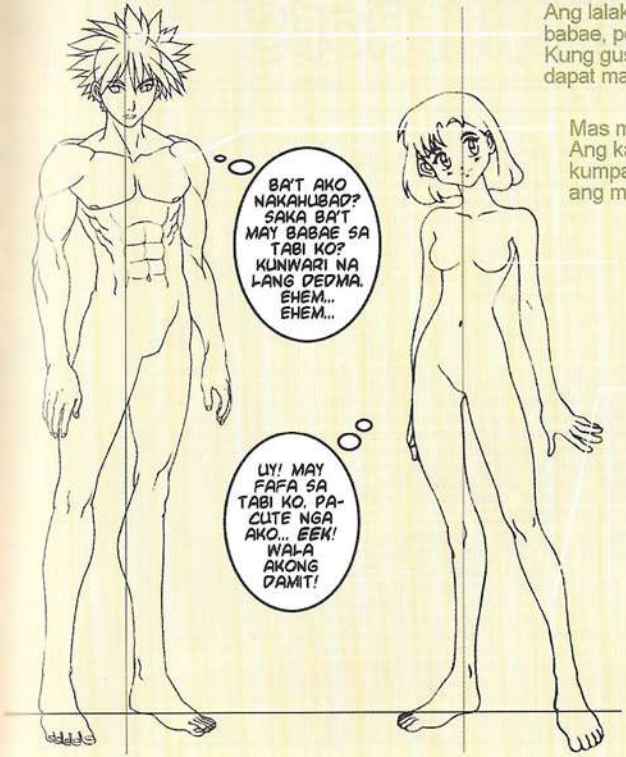
Matapos nating mabuo ang **dummy**, susundan natin ang mga "guidelines" upang iguhit naman ang hitsura ng karakter na gusto natin. Bakit siya nakahubad? Kasi 'yung female figure dati ay nakahubad din... joke! joke! joke! Ito'y upang maging sakto ang bagsak ng damit sa susunod nating hakbang. PAALALA: Pwede mong gawing matipuno o payat ang karakter depende sa iyong kagustuhan. Maaari mo ding laktawan ang bahaging ito kung ayaw mong gawin.

## STEP 3

### ANG FINAL ART

Ang pagguhit ng damit. Bihisan ang karakter ng kahit anong damit na iyong nais. Sa halimbawa natin sa taas ay binigyan ko siya ng tipikal na unipormeng pang-estudyanteng Hapon. Napansin nyo ba na ginamit ko ang **nude model** para matantya ang tamang sukat ng damit niya? Halimbawa, ang haba ng manggas o ang lapad ng balikat.

# Ano-ano nga ba ang kaibahan ng male at female figure?




Ang lalaki ay kadalasang mas matangkad sa babae, pero tandaan na hindi ito laging nasusunod. Kung gusto mong matapang ang image ng babae, dapat matangkad din siya.

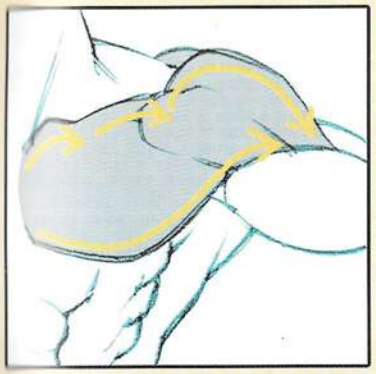
Mas malaki at mas malapad ang balikat ng lalaki. Ang katawan niya ay mas makanto at maskulado kumpara sa katawan ng babae, na mas malambot ang mga linya.

Ang babae ay bilugan ang dibdib.

Ang tindig ng lalaki ay mas diretso, maliban na lang kung gusto mong astig ang babaeng karakter.

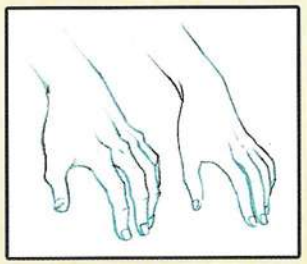
**MGA HULING PAALALA:**
Ang mga nakasulat sa itaas ay karaniwang sinusunod, pero maaaring ibahin natin ang mga ito depende sa uri ng karakter na gusto mong i-drowing. Halimbawa, ang isang "bishounen" karakter ay may malambot na tindig at ang isang bidang babaeng karakter na mandirigma ay may mas astig na tayo.

# MGA ILAN PANG TIPS:



**EMPHASIS SA BALIKAT:** Ang muscles ng balikat at ng dibdib at collarbone ay magkaugnay. Iturin itong parang isang buong parte ng katawan. Magagamit ang konseptong ito lalo na kung maskulado ang inyong karakter. Bawasan ang laki ng balikat kung payat ang karakter.

**SA KAMAY MAKIKITA:** Ang kamay ng isang karakter na lalaki ay mas mabuto o makanto kumpara sa kamay ng babae na mas payat ang mga daliri at mas malambot ang linya. Mas nabibigyan tuon ang kamao o "knuckles" ng isang lalaki. Pagmasdan ang halimbawa sa baba. Ang kamay sa kaliwa ay sa lalaki.



**BALIKATAN ULI:** Ang mga muscle sa balikat ay nakadugtong din sa shoulder blades na parang isang parte lamang. Mas emphasized ang balikat sa ganitong paraan.

# PINOY POPCORN SUPERHEROES

Sinulat ni UltraJon matapos manood ng Pelikulang Pilipino noong bakasyon.

Every end of the year, western movies make way for Metro Manila Film Festival movie entries, and last year was no exception. While the MMFF is dreaded by those unwilling to watch these local films (or shell out around 400 pesos for advance screenings of foreign movies), movie buffs craving fantasy themed or superhero movies find that local versions can also entertain. Last year's MMFF featured three Pinoy superhero movies, each claiming to be the grandest, most action packed, special effects-loaded and most entertaining of the lot. Lured by news of million peso production budgets and stellar casting, I couldn't resist going out and seeing for myself what these movies have to offer.

## CAPTAIN BARBELL

Director: Mac C. Alejandre
Released by: Viva Films

Among the three, this was the first I watched, mainly because I remember the 1988 ***Herbert Bautista/Edu Manzano*** version and nostalgia got the better of me.

In this modern take on ***Mars Ravelo***'s champion of justice, ***Enteng*** (***Ogie Alcasid***) is a janitor in a gym who is often picked on and made fun of because of his meekness and reluctance to fight. Along with his mother (***Snooky Serna***), little brother (***Goyong***), and sister (***Sarah Geronimo***), he struggles to cope with life without a father who disappeared years ago. Enter the love interest, lovely ***Ms. Cielo*** (***Regine Velasquez***), his sister's schoolteacher. Enteng would do anything to catch her attention and impress her, but he lacks the guts to confess his undying love. In a serendipitous turn of events, he finds a rusty barbell in the gym's warehouse, and this turns out to be an instrument of magic that transforms him from weakling into the muscular and imposing ***Captain Barbell*** (***Bong Revilla Jr.***). Endowed with the powers of flight, super strength and an expanding cape, our superhero fights evil and becomes a shining beacon of hope for the local populace swamped by crime and corruption.

With the Captain's appearance, Enteng now faces a host of problems brought about by having a dual identity. Other than the difficulty of having to explain his recurring disappearances to his best friend (***Antonio Aquitania***), he loses his job, and has to compete with himself for Cielo's love. (The lovely teacher fell madly in love with the superhero when he rescued her.) Add to these problems the growing number of super villains - with powers and strengths almost at par with his - threatening to wreak havoc... Needless to say, his simple life turns upside down. But all's well that ends well: like all good superheroes, he saves the people from the bad guys, resolves his internal conflict, and of course, gets the girl.

In my opinion, this is a funny and uncomplicated movie that serves well to entertain those who want to be entertained. Though the CG and special effects still need improvement, this production is a good step in the right direction. I have qualms about some actors being miscast, but it was tolerable. One thing I liked was the appearance of a set of villains instead of having just one all-powerful antagonist. The build up on the villain's characters was also a nice touch. Actors ***Albert Martinez*** (***Lagablab***), ***Ruffa Mae Quinto*** (***Freezy***), ***Epie Quizon*** (***DagamPatay***) and ***Bearwin Meily*** (***Lobo***) provided stellar performances which gave the villains the power to steal the spotlight.

## FANTASTIC MAN

Director: Tony Y. Reyes
Released by: M-Zet

Last year's top grosser was ***Vic Sotto***'s take on another Mars Ravelo character, ***Lastikman***, and there was much speculation that he would make a sequel. To everyone's surprise, instead of donning the checkered costume of the stretchy superhero once again, Vic decided to create a new character instead --- ***Fantastic Man***! Fantastic Man finds our hero ***Fredo*** (***Vic Sotto***), bumbling and accident-prone, working in ***Professor James Manalo***'s (***Michael V***) robotics laboratory. The professor uses him as a guinea pig for his experiments on instilling superpowers in normal people, often with disastrous results. As usual there must be a love angle to consider, and in this case the hero is in love with a librarian named ***Helen*** (***Ara Mina***). Her family looks down on Fredo because aside from being clumsy, he is also not well off.

Helen is also being courted by archeologist ***David*** (***Leo Martinez***), an arrogant and selfish man always on the lookout for money and treasure. In an accident in the library (caused by Fredo), David gets hospitalized and Helen finds a book that tells of an orb with superpowers. She learns that the portal to this orb is found in the Intramuros ruins. Professor Manalo hears about the book and sets out with Fredo and Helen to investigate, as this orb may be the very thing he needs in his experiments. Unknown to them, David and his goons follow them, hoping to find treasures in the ruins. Fredo and the others eventually find an alien ship's crash site and a mummified alien with the orb of power, but due to Fredo's clumsiness the orb slips into his own body instead of the Professor's. The entire portal caves in and the spirit of the dead alien takes hold of Helen, rendering her comatose for a year. Fredo begins to manifest powers and eventually turns into Fantastic Man, becoming the superhero the professor wants to be.

Helen wakes up and the alien inside emerges, giving life to ***Diabolika***. Fantastic Man becomes torn between battling evil and his feelings for Helen. Luckily, he finds a way to lure the alien out of Helen's body; he follows it to its hidden spaceship under the ground. The face off between our hero and the alien is the crowning glory of the movie, with super special effects and a cliffhanger ending.

Overall it was a very amusing movie to watch, though the special effects could use more work. It also felt like a big television sitcom sometimes. Nevertheless, it was not a blatant rip-off of Lastikman, which was what I was expecting when I entered the movie house.

## GAGAMBOY

Director: Erik Matti
Released by: MaQ Productions

Spider sense tingling!!! The title felt, looked and sounded like a Spiderman rip-off, and I was expecting the movie to be just that, but boy was I proven wrong. What was meant as a rehash of old comic book movie clichés turned out to be exactly *that*, except they did it in a wonderfully unpretentious manner and in a very entertaining and humorous way that made it feel like something brand new!

The story revolves around two personalities who are in constant competition with each other: ***Junie*** (***Vhong Navarro***), our erstwhile hero down on his luck, and ***Dodoy*** (***Jay Manalo***), the ever despicable villain ready to pounce on our hero. There are many parallels in their lives --- both are ice cream vendors, both love the same girl, ***Liana*** (***Aubrey Miles***), and both accidentally swallow or munch on mutant critters (a spider for Junie and a cockroach for Dodoy). In the tradition of superhero stories, one turns bad and another uses his powers for good, though the results of such actions prove to be more of a nuisance than comfort to those they protect. The stereotypes of superhero and supervillain live hysterically in the guise of ***Gagamboy*** and ***IpisMan*** (I know the name is corny, but when you see the movie you'll find out it's wonderfully apt). In the climax, IpisMan abducts Liana and Gagamboy is duty bound (as well as script bound) to rescue her in traditional comic book fashion. Of course, in the end, it is inevitable that the hero wins on all counts.

This was totally entertaining, though there probably should've been a variation in setting; the slums and the warehouse get a bit tiring after the first hour. But that's only a minor nitpick; all in all it was a good movie. Add the hilarious antics of character actors like ***Long Mejia***, ***Bearwin Meily*** and ***Ate Glow***, and you've got a really funny movie, spoofing the web-headed American hero and all. Of the three movies, this movie ranks the highest in my books, production-wise, talent-wise, and story-wise. Now I can't wait to find out what our local producers have in store for us next year. Sequels, anyone?

~FIN~

Fantastic Man pictures courtesy of Elisa Aragon and OctoArts Films
Captain Barbell pictures courtsey of Ferlin Buenviaje and Viva Films
Gagamboy pictures courtesy of Gay Domingo and Regal Films
Special Thanks to Mike Rivera and Direk Tony Reyes

**CC COM Ratings**

Captain Barbell
Fantastic Man
Gagamboy

## EVENTS

# The 2nd Science Fiction and Fantasy Convention

by Syeri

One Ring, One Force, One Starship, One Girl, One Boy, One Truth, One Hero and The One, the party sure is bigger this year! The 2nd SF Con, held last January 17 and 18 at Rockwell's PowerPlant Mall Parking Quad, was organized by **The New Worlds Alliance**, with the support of **The Alliance of Eclectic Gamers and Interactive Storytellers (AEGIS)**, **Pinoy Fremen - The Filipino Dune Fan Club**, **Pinoy Harry Potter**, **Pinoy Slayer - The Filipino Buffy the Vampire Slayer and Angel the Series Fan Club**, **Pinoy X-Philes - The Filipino X-Files Fan Club**, **Star Wars Philippines**, **The Matrix Philippines**, **The Talon - The Filipino Smallville Fan Club**, **The Philippine Tolkien Society**, and **Via Astris Inc. - The Star Trek Club of the Philippines**.

Booths were decorated with various merchandise, artwork, games, and collectibles. The Lord of the Rings booth had a timeline diorama and art exhibit of *The War of the Rings* and *The Return of the King*. The people of Matrix Philippines sold copies of their masterpiece, *The Juan* (which won 1st place in the C3Con 2003 short film contest). They also had artists ***Jac Ting Lim*** (***Jac Strips***) and ***Ariel Atienza*** (***Class***) draw caricatures. There were free samples of different role-playing games, both for PC and in card and board game form. Visitors could also register as members of the participating groups. Local comic artists had a place there too: artists like ***Gerry Alanguilan*** (***Wasted***) and ***Carlo Vergara*** (***Zsa Zsa Zaturnnah***) were at the Komikero booth. The prize for the best booth was awarded to Harry Potter Philippines.

There was a Lord of the Rings discussion, followed by a talk on costume making by ***Robert Wong***. And who could forget those extraordinary Stormballs? Different fan films were shown, and the usual trivia games were held. A very interesting radio show was given by the people of Via Astris, with added visuals by artist ***Lyndon Gregorio*** (***Beerkada***). Matrix Philippines performed their version of the *Final Flight of the Osiris*, while a Lightsaber Demo was showed by Star Wars Philippines. A special sword exhibition was also performed by the only Highlander present. Anino's very own character, Maya, won best costume. On the second day, cosplayers awarded were Luthien from LOTR, Darth Maul and Obi-wan from Star Wars, and the best of them all, Witch King from LOTR. Other notable cosplayers were Sauron (who came on the first day), and scores of Kill Bill fanatics. The cosplayers also had a parade inside the mall. The night capped with a dating game with "The Juan", followed by a party that lasted till dawn.

If you're a fan of any of the series mentioned above, visit http://www.NewWorlds.tk and join the alliance! See you next year!

***On March 30, the Philippine Ragnarok Online server fires up for the biggest Ragnarok upgrade ever seen by the Philippine Ragnarok community. It is the War of Emperium (also known as Guild Wars), where over 2,500 guilds from the 5 pRO servers (Loki, Iris, Chaos, Fenrir and Odin) get to protect their guild fortress against invading guilds. It'll give the pRO players a chance to demonstrate strategic thinking, as well as practice their skills, old and new!***

***As a bonus, pRO also opens up the map of Turtle Island, where more monsters and creatures reside, dreading the day heroic Ragnarok warriors come to vanquish them.***

**RAGNAROK ONLINE PHILIPPINES EPISODE 4:**

# WAR OF THE EMPERIUM & TURTLE ISLAND

A long time ago, ***King Tristan III*** decided to raise an army to protect his kingdom from the wrath of the God ***Odin***. He was afraid that the castle's funds might not be able to handle the needs of his soldiers, so he came up with a private army that he called ***guilds***.

The king ordered the construction of twenty castles called ***Agits*** for his guilds. These few castles house the most powerful guilds of ***Midgard*** that receive bountiful rewards from the king. This is the reason why the ***Guild Wars*** have started: other guilds want to take the Agits for their own. When the ***Emperium*** housed within a guild's Agit is demolished, that guild is destroyed forever.

There is a scheduled date and time for other guilds to attack these fortresses in their quest to gain personal glory and the king's favor. This is the king's way of ensuring the competence of the guilds that will protect his kingdom. Only the best ones will survive.

GUILD HOUSES (AGITS)

The competition of seizing Agits (guild houses) of ***Prontera***, ***Geffen***, ***Al De Baran***, and ***Payon*** is called the Guild Wars. These competitions are held inside the Agits, where guilds and their allies try to defend their Emperium or destroy their opponents in order to take hold of their fortress. The guild that wins an Agit will get various items in their new hideout as well as enjoy the interesting functions of their fortress.

## WAR OF EMPERIUM FEATURES

The features are quite different from the basic ones in the hunting fields. You should be aware of the following to be able to triumph over other guilds:

**2-1.** Once the patch is installed and offered to players, the Agits are considered as the monsters' hideouts. An Agit that has no owner has powerful monsters living in it. You have to eliminate all of them and destroy their Emperium to capture the guild house. This is the test given by the King of Prontera to determine if a guild is qualified enough to own one of his fortresses. As soon as a guild captures an Agit, it has to be ready to defend it against other guilds.

**2-2.** The War of Emperium has a schedule. The time of attacking and defending Agits is limited. Level Up! will announce on the website when the Wars can be held.

**2-3.** In order to win a guild house, you have to destroy the reigning guild's Emperium. The only way to win the Guild Wars is by destroying the Emperium of the reigning guild, which is located at the very deep end of the Agit. The Emperium is visible only when Guild Wars is ongoing, so you have to be very careful before attacking. The Emperium gains durability when you get the Guild Skill called the *Investment of Guild Defense*.

**2-4. The Guardians**

You can place up to 8 Guardians in your guild house by using the ***manager NPC*** inside your fortress. The Guardians give variety to the Guild Wars. You can also aid the Guardian with magic spells such as *Heal*, but when it is killed, you can only revive it through the manager NPC. The resurrection of Guardian has a delay, so you should still protect the Guardian from dying.

**2-5. Guild Skill : Everybody should work together to gain a victory.**

You can learn the guild skills when you level up your guild. Some guild skills are required for the Guild Wars, while other skills not related to the Guild Wars can be updated in the future. For example, you can increase your guild's capacity up to 36 members by using guild skills. You have to think carefully and plan before buying guild skills since it determines your strategies for the Guild Wars.

**2-6. You can recognize your allies with Guild Mark.**

You can recognize your allies easily during Guild Wars because your guildsmen will have the guild's emblem on top of their heads.

**2-7. United we stand, divided we fall! Make a party to battle.**

You should make a party to battle during the Guild Wars. Magic spells such as *Angelus* and *Kyrie Eleison* will be effective only for party members. This is for the balance of the Guild War and to prevent a party member from aiding other Guilds. You need to unite with your party members and guild members to win a Guild War.

**2-8. Restricted skills during Guild Wars**

For fair as well as smooth battles, some skills are not allowed in the Guild Wars. Please take note of the following:

1. You CANNOT use *Endure* or *Anodyne* (a potion).
2. You CANNOT use the skills *Ice Wall*, *Teleport* and *Warp Portal*, as well as the item *Fly Wing*.
3. The pushing functions of some skills (*Spear Stab*, *Arrow Charge* and *Jupitel Thunder*) will NOT be activated in the Guild Wars.
4. The damage you make on your enemy will NOT be shown.

**2-9. Recognize with simple effect.**

**ATTENTION!!** There is a possibility of getting 'LAG' during the Guild Wars because of the big effects of some skills. To avoid this, the effects will be simplified. The simple effects mode is not same as the command Effect Off, which shows no effect at all. This simplified effect will just help you lessen 'LAG'. This effect can also be used in other places by changing the options.

## GUILD SKILLS

***Approval of Formal Guild***

This is the ability to attack and damage an Emperium, making this skill a must in order to join the Guild Wars.

***Contract with Kafra***

This is the ability to hire your guild's own Kafra within the Agit (guild house) through the use of the manager NPC.

***Guardian Research & Manufacture***

This is the ability to hire Guardians who will help you in defending your fortress. This can also be achieved through the use of the manager NPC.

***Charisma***

This is the ability of the guild master to increase his guild members' Attack and Dexterity within 7x7 squares from him.

***Extension of Union Organization***

This is the ability to increase the capacity of your guild. You can have up to 36 slots for new members.

***Master Command***

This ability was exclusively for guild masters only, but for the War of Emperiums, the guild masters can now make local broadcasts (the chat appears at the top of the screen) that can be seen by his guild members.

## GUILD HOUSES (AGITS) FEATURES

When you're able to seize a guild house, you are free to use its features and benefits that you won't get in other places. The Agit serves as the hall of community for your guild members.

**3-1. Increased HP/SP Recovery : Comfort in your Fortress.**

The guild members' HP/SP recovery rates will be two times faster than normal speed. This shortened recovery time allows you to have a long chat with your guildmates.

**3-2. The Guild Flag : the Symbol of your Guild's Pride.**

If you possess a guild house, a big flag with your emblem will stand in front of it. This big flag will bring pride and promotion to your guild.

**3-3. Name your own Guild House.**

The guild master has the power to name everything in his guild house --- the Agit, the Kafra inside, and even Guardians. Show your guild's individuality with unique names!

**3-4. The Manager NPC : "I'm in charge of everything in this Agit."**

He is who he says he is. Anyway, only a guild master can use this NPC in order to enjoy the features of the guild house. Here are the functions of the Manager NPC:

**a. Guild Commercial Development**

Invest in Guild Commercial Development for commercial growth. Higher commercial development will promise you more items in the Guild's stash. You can only invest in Commercial Development once a day so getting the highest Commercial Development requires lots of time. The Guild Commercial Development will go down when an Agit is taken over by other guild.

**b. Guild Defense Rate**

Invest in Guild Defense Rate to make the Guild more secure. The Defense Rate is directly related to the Emperium's durability, so you should invest a lot on this for better defense.

**c. Hire/Fire private Storage Employee**

Hire a Kafra exclusively for Guild members. Hired Kafras let you use storage for free as well as warp you to any town for a small fee. You can choose your favorite Kafra and even name her. You should have the Guild Skill Contract with Kafra to use this function.

**d. Place / Repair Guardian**

These Guardians will attack everyone but the Guild members, and when it dies, you can revive it through the manager NPC. You should have the Guild Skill Guardian Research for this.

**e. Move to Guild Stash**

Guild Stash is the secret place that contains the Guild's Harvest. Only a guild master can enter this place. Here, trea sure boxes related to the Guild Commercial Development appear every day. The items from the treasure boxes are ver rare. Your guild will get more fortune from these items.

## TURTLE ISLAND

The legend of ***Turtle Island*** is a legend handed down generations of sailors who trade between ***Alberta*** and ***Izlude***. This island was called 'Turtle Island' because it looks like a turtle with its head crooked upwards. Every time a ship goes near it, a fog starts to envelop the island. Lured by the mystery behind the place - as well as rumors of it possessing a piece of ***Yamir's Heart***, which is considered a very important artifact in Rune Midgard - a lot of adventurers have tried to visit it. But because of the risk, most of the citizens of Alberta are afraid to go there. That's why not too many people know how to get there. Today, several scholars and scientists are looking for adventurers and volunteers to aid them in their study of this island.

Since the island was found to be very dangerous, not man people would dare go there. But if you're eager enough, you' find some people in Alberta who can help you get there. Just give them some zeny and they'll swallow their fear and take you there in a jiffy.

First, go to the ***North of Alberta***. Inside the inn, you'll fi ***Turtle Grandpa***. Talk to him. Afterwards, go out of the build ing and walk **southeast**. At the dock near the ship, you'll fin a sailor who will take you to Turtle Island for **10,000 zenies**.

I was actually afraid of ***Anito***. It's the first game ever developed by a Filipino team, and I didn't want to play it because one, it's a PC game, and two, it's Philippine made. (Most of you would probably strangle me to death for my reasons.) I wasn't expecting much from this game; I had this impression that a locally made game would turn out bad since the people here wouldn't know much about making games in the first place.

But I read the developers' interview on ***IGN*** and got hooked on the prospect of playing something uniquely Filipino. I wanted to see ***Tikbalangs***, ***Muwas*** and ***Sigbins***, 16th century ***Maroka*** brought to life, ***Senastille*** "colonizers" getting their asses kicked by the Marokan natives. So when I was offered to do a review, I decided to give the game a try.

When the game booted, my apprehensions were swept away by the high-quality FMV. The smoothly animated bird flying towards a Senastille galleon and the wonderfully detailed face of the Marokan elder were enough to give me a rough idea of the production values of the game (at least for the FMVs). It was rather comforting.

I played as **Agila** first, and I was impressed. The game starts in a forest, the type of environment where the hybrid 2D and 3D isometric engine works perfectly. My character was given a great design (**Maya**'s character design was stunning as well), though he was animated stiffly.

The battle system and controls are introduced during this "tutorial", and to be honest, they're not very effective. You control the character with the keyboard and use his weapons with the mouse, making it difficult to change from normal stance to attack stance in battle. This proves to be a nuisance later in the game, where you'll be forced to use different kinds of skills called "chakra". Navigating through your available skills is not exactly a walk in the park. Customizing the keyboard to suit your needs just might work, if you have trouble with the default system (like I did).

The villages and towns of Maroka will undoubtedly make you feel proud of the beauty of our culture. There's a *simbahan*, a *sanglaan*, a *sabungan*... Even the characters are distinctly Filipino, from NPCs named Juan Tamad and Darna, to mythical creatures like the Tikbalang. All kinds of items native to our country are also found here: fruits like *lanzones* and *macopa* to weapons like the *itak*, *busog*, *palakol*, *at marami pang iba*. And all these, including the buildings and towns, greatly resemble their real life counterparts, especially if you're running the game at high speed and high resolution. But while the towns showcase the high quality texture of the graphics, they also highlight the flaws of the hybrid engine. Loading will take you hours if you're not careful. Try not to accidentally move inside a really large structure or you'll have to stare at that damn loading screen again. Even saving needs a lot of time. If your PC is a bit old, you'd probably wonder why your character is suddenly on top of a building when s/he is supposed to be under a roof. The movement slows down, especially in towns and forests.

As for the story, Anito will not disappoint; it is filled with parallels to our own history, particularly our struggles against the colonizers. And having two distinctly different characters (aside from gameplay: Agila's more on action while Maya's quest is puzzle-oriented) means that you see the story from two perspectives that are dissimilar but interwoven. The pacing of the story is even and the plot is tightly knit. You'll never lose track of what you're supposed to do, thanks to the handy-dandy journal feature (kudos to the one who thought of that gameplay idea!).

The soundtrack is very very good. From the drum samples to the guitar riffs, you'd wonder if the sound engineer employed *T'boli* natives to play songs by ***Pinikpikan*** or the ***Makiling Ensemble***.

To end, I guess this game isn't scary after all. It proved that it *is* possible for a game to be made in this country. True, it has its flaws, but Anino has succeeded in making something unique and engaging enough to please the fickle gamers of our generation.

At last, a game we Filipinos can call our own.

Article by Julius Zoilo Oliveros

**Specs:**

adventure/RPG for PC
single-player
hybrid 3D environments / 2D sprites
128 Mb RAM
2 distinct storylines
developed by Anino Entertainment

**Minimum Requirements:**

Windows© 98/2000/Me/XP
600 MHz Processor
1Gb Hard Drive Space

Screenshots

# Anino Entertainment

## *Out of the Shadows*

by Julius Zoilo Oliveros

For the people of ***Anino Entertainment***, developers of the local Adventure/RPG for the PC entitled ***Anito: Defend a Land Enraged***, the process of making the first-ever Philippine made video game has been a "bumpy ride".

**Niel Dagondon**, 24, president of Anino Entertainment and head programmer for Anito, set up a game company right after finishing a degree in Computer Engineering at De La Salle University. Together with three friends, armed only with passion and practically no technical know-how, he did some pre-production work and research until his two other companions eventually pursued other lines of work, leaving him and **Joseph Gemora** (who became the 3D CG-artist for Anito) to continue turning his vision into reality.

Today, Niel's team is composed of eight people, all with diverse backgrounds but sharing the same passion for video games. Working with Niel and Joseph are **Paraluman "Luna" Cruz** and **Michael Sean Tan** (scenario and story writers), **Gabriel "Gabby" Dizon** (level designer), **Michael Rivero** (art director), **Marc Polican** (programmer), and **Don Billones** (sound engineer).

### *Making the Game*

Anito, loosely based on Philippine history and folklore, has the two main characters, ***Agila*** and ***Maya***, look for their missing father while finding themselves saving the world of ***Maroka*** from the impending war between the natives and the colonizers.

When asked why they decided on an RPG for their initial project, Niel replied that they wanted to "create a game and raise it (to the level of) other games without having to be at the cutting edge of technology". His team went to great lengths to make Anito as authentically Filipino as possible; visiting local museums for research, reading books on history and folklore, and even photographing fishes and fruits in local markets. Since they had no prior experience in basic game design, they had to rely on websites and programming books during game production. *"Actually 'yung pinaka-problems talaga namin eh 'yung* technical problems. That's why *tumagal kami ng* (one year), that's why nag-over budget *din kami,"* Niel admitted. Their budget, made up of earnings from his small post-production company back in college and loans from family and friends, escalated to four million pesos --- one million over the target investment. They finished the game last October 2003, two years after they started it, and released it last November to an overwhelmingly appreciative Filipino audience.

### *Reaping the Rewards*

All the 3000 initial production copies of Anito they made were sold out at shops li
***Data Blitz*** and ***Netopia***, and they're planning to produce 2000 more. Anito was fea
tured in prominent gaming websites like ***Gamespot*** and ***IGN***, is already on its way t
Russia, and will eventually reach almost all of UK, including Belgium, Denmark, the
Netherlands and Luxembourg. It is also one of the ten finalists at the ***Independent
Games Festival (IGF)***, chosen from more than a hundred games from 18 different
countries. This last achievement can be their ticket to the North American market, i
all goes well at the IGF show this March.

Anino also released games like ***Nucleus*** and ***Anito: Tersiago's Wrath*** for the mobile gaming market to good reception. According to Niel, they expect to gain bac
their investment by the end of this year.

As for bad news, piracy reared its ugly head two weeks right after the Anito launch, with the game selling at around 100 to 230 pesos, a huge fraction off the 75
peso original retail price. "You won't believe how many people *ang tumatawag sa office kasi hindi nila mapagana yung* pirated version *nila. Nakakainis at nakakatawa gusto kong batukan,"* said Niel, laughing.

### *Out of the Shadows*

According to Luna, they chose to name their company Anino Entertainment because they like to think of themselves as being in the shadow of the other game companies. "The international ones. But at the same time... we can still make gam
that are as good, if not better than all the other ones."

True enough, in spite of all the risks and sacrifices they had to make, they managed to release a high quality game. They've emerged from the shadows to ful
that one goal: to make themselves known as the people who jumpstarted the Philippine video gaming industry.

Related links: www.aninoentertainment.com
Sources: www.pixelbureau.com and www.philstar.com
Transcript of interview on www.kubonikkam.com to follow

Picture Picture▼

**From Top, Counter Clockwise:** (1) Brand New Packaging! (2) Anino Head Honcho Niel, and (3) the Anino office (which eerily looks like CCCOM's own abode)

# LETTERS to the staff

**Write us at: feedback@culturecrash.com or at J.C. Palabay Ent., Inc./ Culture Crash Comics 67 Gen. Ordoñez St. Marikina Heights, Marikina City 1811**

To Jescie James and all the Culture Crash staff,

Hi! First of all, congratulations to your publication for still going strong as you reach a dozen issues. Though I'm more of an American comic fan than a Japanese manga fan, I can't help but enjoy the stories and art of Culture Crash. I buy it as soon as I see it in the bookstores. It's gratifying to see Filipino comic book storytellers come out with a publication of such high quality.

Even as I near my 30th birthday (I don't know if you remember me James, but we were schoolmates in UPLB), and some people might say I'm too old for comic books, I'll be there to support your publication until I become a senior citizen, hehe. You're doing a good thing here. I hope your efforts on Culture Crash lead the way for a thriving local comic book industry.

Yours truly,
Glenn Concepcion
via e-mail

**Mr. Palabay writes: Whoah! Glenn! Okay, like, I knew four Glens back in UPLB and I'm not even going to try and say I already know which one you are. But if you're around 29, you're probably that Chinese-looking Glenn guy who was ahead of me, am I right? Ahehehe, pare kung mali pasensya, tumatanda na yata ako. ^_^;**

**In any case, I'm really enthused that someone from UPLB and someone who I actually knew, supports Culture Crash! It's a really overwhelming and gratifying feeling. I feel so flattered pare! Maraming, maraming salamat!**

Eh, Ryan Orosco's works are bland and rough on some edges. I think that he should make his drawing have delicate yet detailed lines. Sometimes the eyes are unfocused as if the character is daydreaming and apparently, it does not suit the event happening in the panel. But the story itself has a charm that makes the reader continue reading and the coloring effects are remarkable. I envy you people for the ability you have to draw hands (ah, hands…my greatest weakness....) Let E.A. Damaso show him the ropes. I was wondering if he misses drawing One Day Isang Diwa because sometimes artists have sentimentality towards their work. Congratulations for your achievements and may Osamu bless you with more creativity.

Seviehnne
via e-mail

**Mr. Damaso writes: Regarding Mr. Orosco's work on ODID, some of the loyal ODID fans have been criticizing his art as "inappropriate" for the story, but it would be unfair to judge him this early. Mr. Orosco has been in the field of international and local comics longer than me, and his experience and skills are admirable and respectable. However, his training is based on the western style and not manga and anime. This explains why his work on ODID 13 may be a bit "foreign" to CC fans. Let's give Mr. Orosco time to adjust to the concept manga and anime. I'm sure when he gets more accustomed to it, he will give the fans of ODID the same style of artwork they've grown to love...maybe even better.**

**This will be my last issue of ODID. I will miss ODID, but starting next issue I will be concentrating all my efforts on my own story, Cat's Trail. I think my story needs more of my attention so I can fix the pacing and development. Drawing two stories (24 pages or more) demands too much time and effort, I'm afraid I can't keep it up.**

**In closing, I personally welcome Mr. Ryan Orosco to ODID! To my fans, thank you very much for all your support, and I hope you will extend that same courtesy to my friend Ryan.**

To the CCCom staff,

Far-out! I've been staring at this freaking screen for almost an hour thinking of ways how to praise you guys without sounding too typical!! But then, no words can really describe how great you are (gee, even that felt dull)! Okay, Pasig, Kubori Kikiam, One Day Isang Diwa and Cat's Trail ROCK!!

Wait, what's with Clarissa's reaction to that kiss? I think she overreacted a little...ok, a little too much. How come she went on saying that she'll stay away from the group because of the incident?! Man, looks like everything went to her head and suddenly she's this Miss I-Cause-Total-Chaos-Because-of-My-Undoubtedly-Good-Looks!! Hehe, sorry!! Well, just goes to show that one can never fall asleep when reading your stories but actually stirs up "exaggerated" emotions from the readers (ahem) considering everything is fictional.

Anyway, a big congratulations for making it this far!! Anyone in his right mind would not make the mistake of doubting Culture Crash. And a comment on those people out there who do: hey guys, clearly you're not so open to changes, are you?!! Change means trying and if Culture Crash hadn't tried new things, they wouldn't be where they are now, right?! Right. I'm sorry but maybe y'all can think twice before saying anything just for the sake of saying something because Culture Crash has got REAL artists with real artistic minds and they know what they're doing. Alright?!

And oh yeah, it's really funny how some people make this like a penpal space or something! Hehehehe...word of advice: use the Net!! Okay, I'm beginning to sound like a real prick now so I better end this before I become too...weird...

To Mr. Palabay, Mr. Damaso, Taga-Ilog, Taga-Kanal and everyone there who made one helluva comic and made it so damn good, hats off to you!!! Culture Crash is one of those stuffs that make life worth livin' so....STEP BACK!!!

Aemi
Sydney, Australia
via e-mail

***fans Aemi with gigantic pamaypay* Whoa! Clarissa was really affected by the 'Flagpole Incident' and made that decision out of hurt and shock. Of course, she didn't know it was because of Diwa's spell, not her charms, that made Jun act that way, but...oh well. We feel bad for both of them anyway. Will they be friends again? Only Da Bhoss knows…**

CCCom Staff,

First things first - hats off to you guys for a great 13th issue (well, 14th if you count 5.5 - but I call 5.5 a fan's dream come true)! You've proven that 13 isn't really an unlucky number. Ryan Orosco has proven (at least for me) that he can carry on Memer's work in ODID - my favorite CCCom title EVER. Nakakainis nga lang...lahat ng stories, BITIN.

So, I didn't get the issue before the convention (and I'm supposed to still be under your subscription, guys...) but I did get it FOR FREE DURING THE CONVENTION. The freebies are WOAH! The calendar is amazing, the poring dolls (I got a poporing! XD), the cards (are you planning on releasing more of them? 'cos I wanna "catch 'em all" in a matter of speaking), and of course the FREE ISH! Oh my GOD! You are spoiling us!

This year's exhibit has improved from last year's where the space you had weren't maximized and this year it was PERFECT (except for the indie comic booth XD) Just suggestions though, maybe you can start a little earlier? SM Megamall opens at 9 am during the Christmas season, so why not open up at 10am instead of 11am? I have to say though, not having pre-sales was GREAT - because it gave everyone a fair chance on being the first fifty to arrive.

By the way, when are you releasing the Airee plushie? I saw the prototype last year (Memer was playing with it in the CCCom booth) and it was soooooooooo CUTE. I have a Tammy, and I want to have an Airee as well (Cat's Trail is my second favorite CCCom title)! And I'd also love a Memer II plushie, and a Mr. Alien plushie (I find him cute), and a Butler plushie, and a Diwa plushie... actually, I want to collect the whole CCCom ensemble... Would there be a Da Bhoss plushie? Oh, and will there be a Kubori Kikay story? 'Cos those kikiams were sizzling HOT.

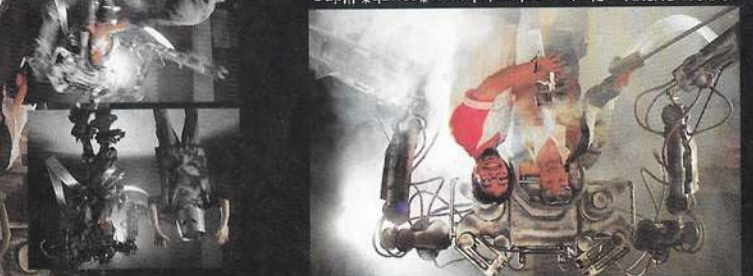
CCCom - thank you for existing! I'd love to say MORE POWER - but I think KEEP UP THE GREAT WORK is better. So... KEEP UP THE GREAT WORK!

Jason / Palachi
via e-mail

**We're happy you all had a smashing time at C3 Con 2003! Everyone's support and presence made that event truly memorable for us. As for your questions: [1] the CCCom Trading Card Collection is currently available at your favorite comic book/toy/anime collectible stores; [2] the whole Plushie Project (the prototype of which was the Airee plushie you saw) is shelved indefinitely; [3] whatever happens to Kubori Kikay is up to Tiga Kanal, and nobody's daring enough to try getting inside his head...**

***The outcome of the battle between Dante and Elias, Butler tastes Yukiko's wrath, Great balls of fire concludes and Diwa finally gets to talk with Jedd! Plus! How We Draw, animé, movies, music our first-ever cosplay advise column and more! See you next ish!***

# HORSING AROUND



OOOH SHINY... Photographer takes a *cough* liking to the A.P.U.

It's Taga-Spira!!! Rikku can't wait for her turn at the bucket.

**Ilog against the Machine**

It's a clash between metal and metal bucket! Guess who wins?

**BEHIND THE SCENES OF THE C3 CON COSPLAYER PHOTO SHOOT**

Clockwise from Top: [1] Ashley and Mom (now you know whom to suck up to, boys); [2] Gen showing off his big camera; [3] Gen in action; [4] Gen starting a discussion; [5] Gen showing how to strike a pose; [6] Shiva getting her hair done; [7] Alodia striking a pose; [8] Gen singing opera; [9] James sharing his secret ("It's a man's best friend!")

SPECIAL 2ND COMICBOOK, ANIME & GAMING CONVENTION COVERAGE

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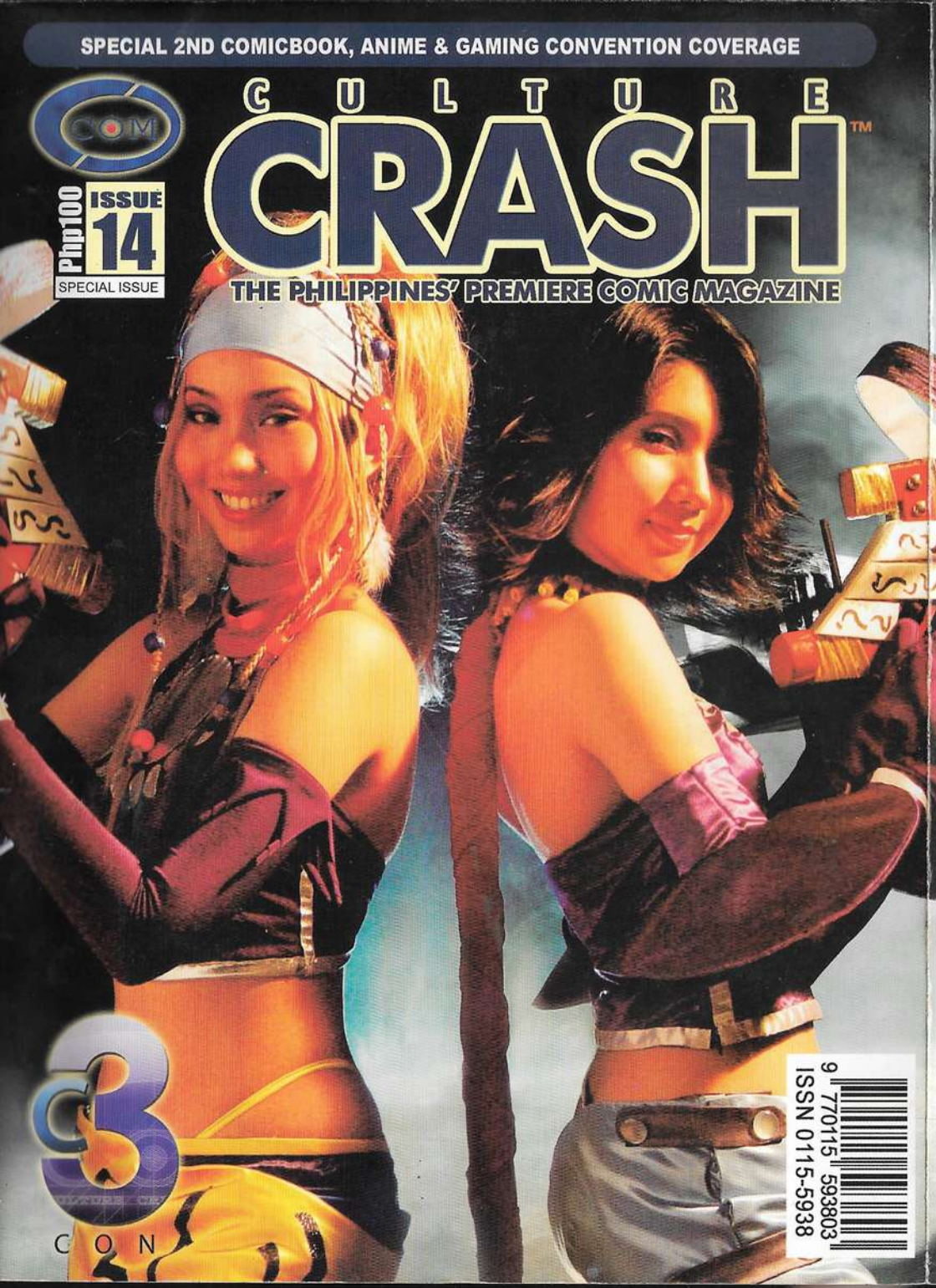
ISSUE 14

SPECIAL ISSUE

# CULTURE CRASH™

THE PHILIPPINES' PREMIERE COMIC MAGAZINE



C3 CON

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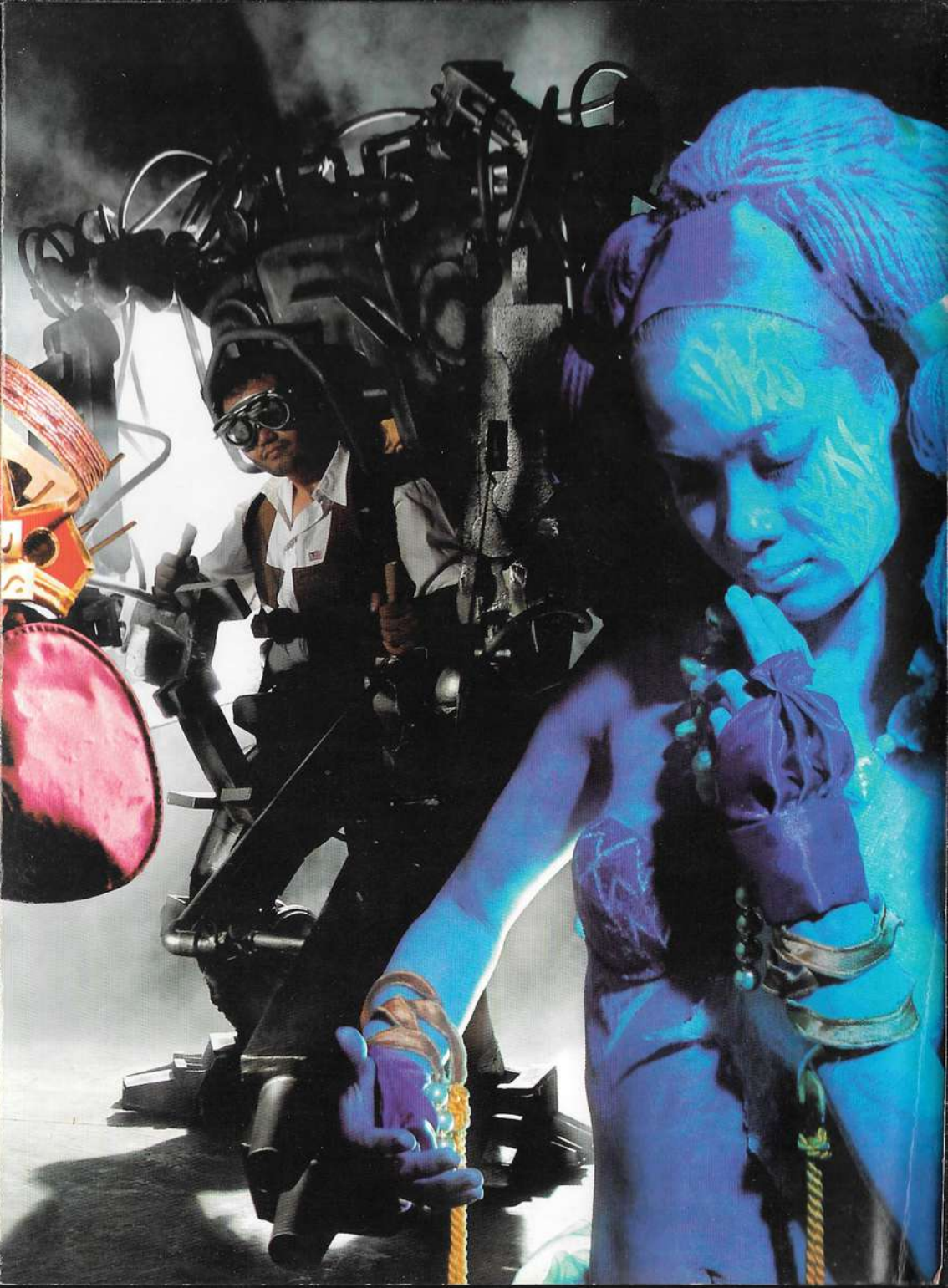
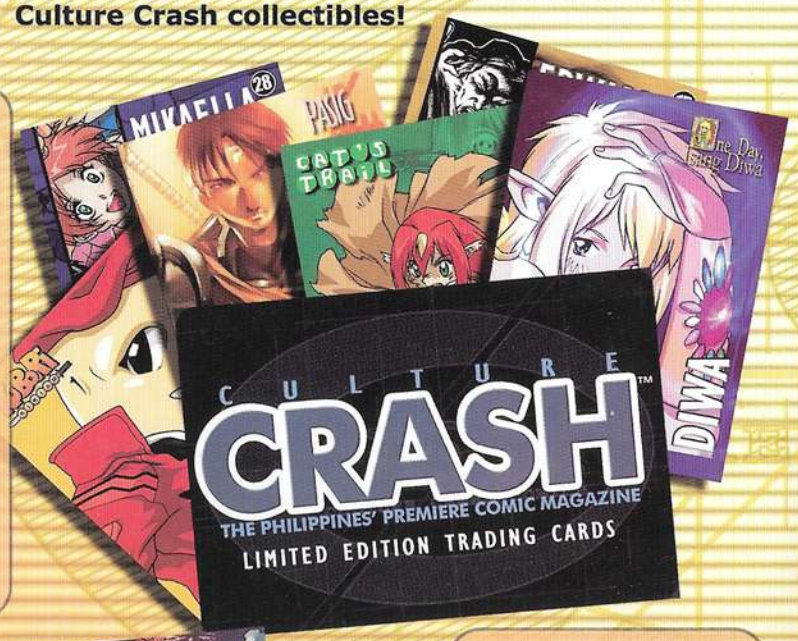
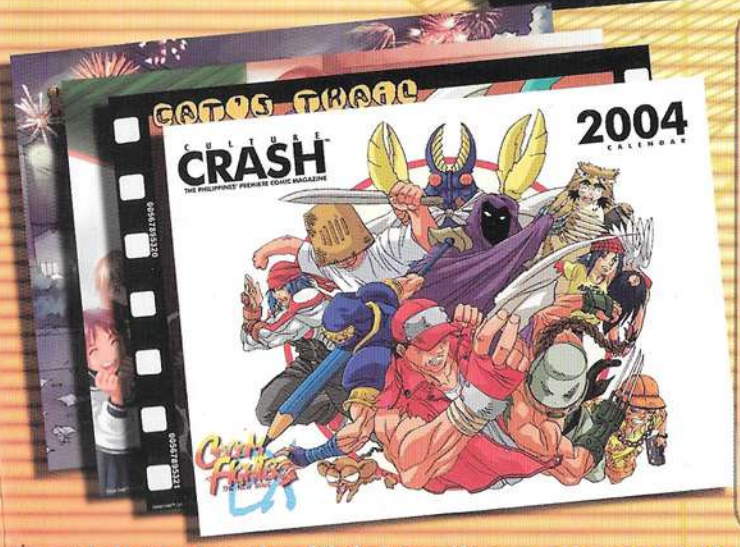


# CAN'T GET ENOUGH OF CULTURE CRASH?

**If you crave more than the comic magazine, check out these hot Culture Crash collectibles!**

This 50 card set is a huge collection of artwork based on the Culture Crash serials 'One Day, Isang Diwa', 'Pasig', 'Cat's Trail', and 'Kubori Kikiam'. Watch out for rares, facts on your favorite characters, and other surprises!




This 8.5" x 13" calendar has all new, never before seen artwork by the Culture Crash staff. Now we can keep you company 365 days of the year!

**The Culture Crash official trading cards and 2004 calendar are now available at Comic Quest and Comic Alley branches in Metro Manila.**

Clockwise from Top: Mark Navarro, Dianne Alonsagay, Jon Zamar, Ryan Orosco, Frances Tampinco, Michael David, James Palabay, Robi, Taga-Ilog and Elmer Damaso

Clockwise from Top: The CC COM staff fooling around with the guys from Ronin Studio's Ground Zero, Winners of the Best Independent Comics Contest and the winners of the Cosplay contest with James Palabay, Wilson Tortosa and Pol Medina

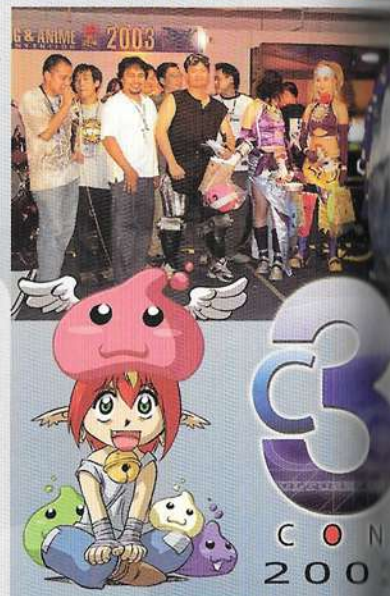
# THANK YOU!!!

Congratulations on getting the C3 Con 2003 special issue of Culture Crash! So, what do you think? It has our first ever double gatefold cover and probably the very first cosplayer cover in Philippine print history!

It's been around two months since C3 Con Ragnarok 2003: The Philippine Gaming, Comic Book and Animé Convention took place, but I'm sure that a lot of you will be reliving those great moments when you flip through the next few pages. And of course, there's going to be a lot of you kicking yourselves for not having been able to make it to the con! Especially after you leaf through Culture Crash's first ever pictorial!

I just have to say that the costumes have really improved over the past few years since I witnessed my first cosplay. The quality of costumes this time around just blew me away! When I look back and review the top eight cosplayers (according to scores) I think that each of them could have won first place in earlier cosplays! Most of the contests panned out real well too, most notably the new short film contest! Kudos to Matrix Philippines for a well-deserved first place win!

Anyway, everyone here at Culture Crash would like to extend our thanks and appreciation to everyone who participated! I can safely say that things got even better this year and that it was another tremendous success!




## Special thanks to:

**Sponsors:**

Ben Colayco
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Phil Cahiwat
Hugo Yonzon
Zach Yonzon

**Colleagues:**

Pol Medina Jr.
Wilson Tortosa
Khavn Dela Cruz
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Theresa Lising
Mary Anne Manzano
Israel Denise Realin
Marc Reuben Roperes
Kristine Michelle Santos

**Special Guest:**

Rivermaya

Last but not least, our close friends and family:

Jordan Bonifacio
Alen Hilario
Aga Hiliario
Alan Llabres
Reprep

**Special C3 Cosplayer Spotlight Section**

**Jescie James L. Palabay**
Editor-in-Chief / Publisher

**Gari Buenavista**
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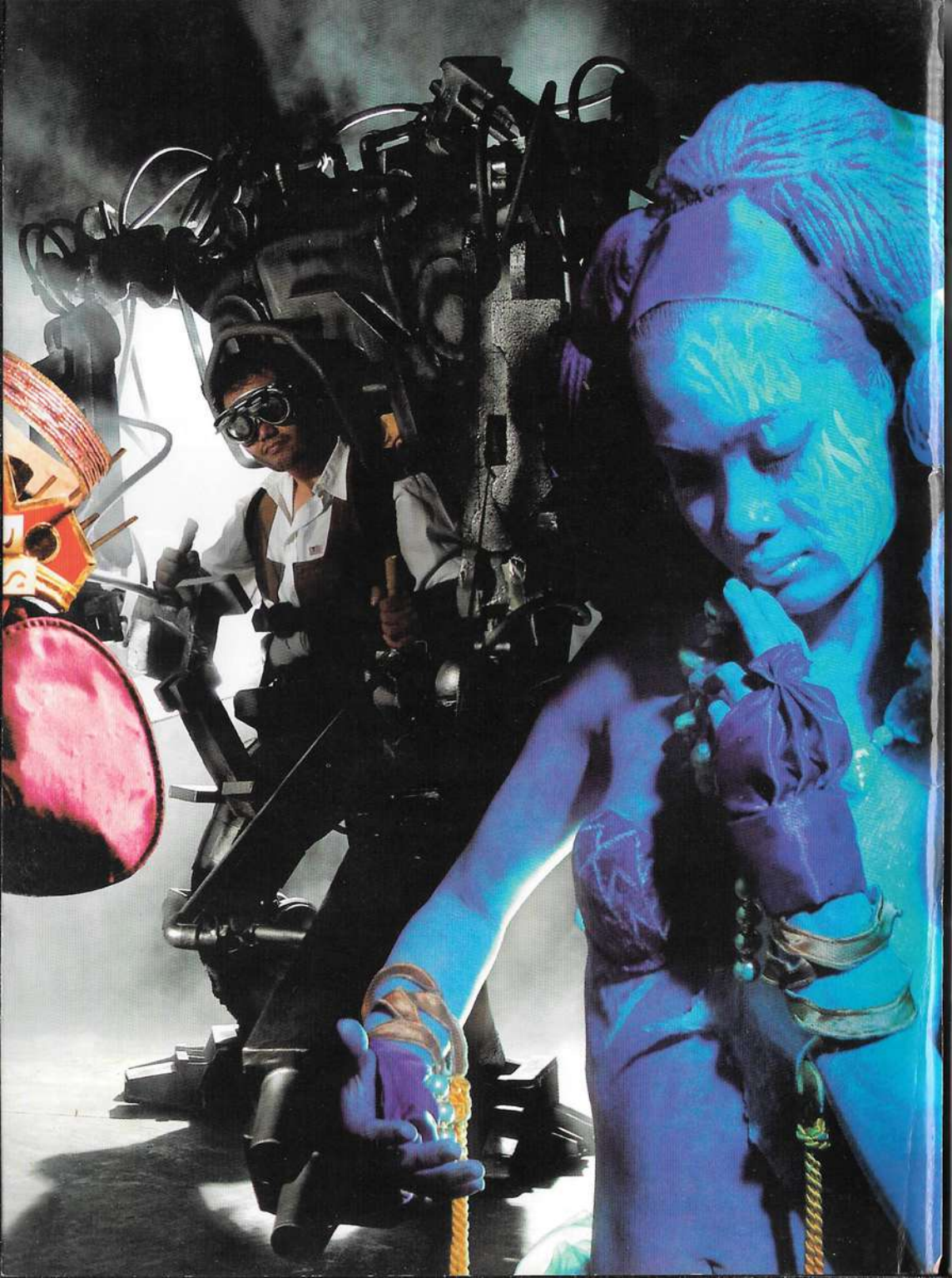


THE SECOND PHILIPPINE

# COMICBOOK, GAMING & ANIMÉ CONVENTION

C3 CON

Philippine RAGNARÖK ONLINE RPG™ level-up-games.com

***December 13 & 14, SM Megatrade Hall 2***

By Nocchi

***The first one was such a blast, we decided to give it another go.***

Last December, ***Culture Crash Comics*** and ***Level Up! Games*** joined forces to bring back the much-awaited event of the season: C3 Con, the biggest convention of anime, gaming, comic book and collectible enthusiasts in the Philippines. Sponsored by ***Gravity***, ***GMA Channel 7's My Anime Download Zone***, and ***Collectibles Unlimited***, C3 Con 2003 turned out better, wilder, and hotter than the first.

Joining the Culture Crash staff for this two day event were big names and rising stars in the local comic book industry --- ***Alamat Comics***, ***Beerkada Works***, ***Dynatica Comics***, ***Glasshouse Graphics***, ***Ground Zero***, ***Nightshift Studios***, ***Mango Comics***, ***Psi Com Publishing***, ***Pol Medina Jr. Novelties***, ***Questor***, ***Quest Ventures***, ***Shirley's Pets***, and ***Tala Studio***. Also lending their support for the affair were ***ACPI (Animation Council of the Philippines)***, ***Anino Entertainment***, ***Comic Alley***, ***Ang INK (Ilustrador ng Kabataan)***, ***Anime Club***, ***New Worlds Alliance***, ***Summit Media***, and ***Toy Convention***.

## DAY 1

At around nine that morning, a line of giddy, enthusiastic early birds had formed outside SM Megamall Building B's Megatrade Hall 2. When the mall doors opened at ten, this line quickly morphed into a massive traffic jam of people that filled the mall's entire fifth floor. Just when everyone started getting fidgety and restless, ***James Palabay*** (***Culture Crash***) and ***Carlo Rufino*** (***Level Up!***) stepped out to cut the ribbon and officially open the event. C3 Con, at last!

People rushed into the venue to find themselves welcomed by a gigantic **Tammy Tamaraw** plushie (sporting a Santa hat for the holidays), squishy **Santa porings**, and life-sized standees of Culture Crash characters. While some immediately had their pictures taken there, others chose to ogle the nearby Level Up! set up showcasing the new **Ragnarok Online Comodo Patch**. But the biggest scramble was towards the Culture Crash booth, where freebies for the first fifty ticket holders were handed out. (These lucky people got a Culture Crash 2004 calendar, ten cards from the Culture Crash Trading Card Collection, Culture Crash issue 13, a Poring and the new Philippine Ragnarok Online Comodo Patch game CD from Level Up!) After Culture Crash Editor-in-Chief James Palabay gave his opening remarks, the gallery of Character Drawing Contest finalists and C3 Con exhibitors was unveiled, and various contests were held in succession (Battle of the Bands, Cosplay Competition, Kubori Speed Eating Contest, Choreographed Fight Scene). There was so much to see, so much to do! Each booth had its own gimmick: Summit Media offered buyers of the official translated **Slam Dunk** manga a chance to own a copy signed by Inoue Takehiko himself, Anino Entertainment offered previews, trials and copies of **Anito**, the first Philippine-made RPG in history, and several booths sold rare toys, collectibles, manga, anime and J-dorama DVDs, VCDs and soundtracks. Comic artist signing sessions were all over the place - at the Culture Crash booth, the Comic Quest booth (***Carlo Vergara*** [***Zsa Zsa Zaturnnah***] and ***Marco Dimaano*** [***Angel Ace***]), the Pugad Baboy booth (***Pol Medina Jr.***), the Glasshouse booth (***Wilson Tortosa*** [***Battle of the Planets***]), the Mango booth (***Gilbert Monsanto*** [***Darna*** issue 3]) and the Ground Zero booth (***Rex Espino*** and ***Stephen Segovia*** [***Mystic Girl***]). The independent comic booth was surprisingly a huge hit, if not a bit cramped for its sellers and clientele. And just when people thought they've had enough excitement for one day, ***Rivermaya*** suddenly appeared on stage and performed two cuts from their new album, *Between the Stars and the Waves*, as well as previous hits *Umaaraw Umuulan* and *Elise*! Everybody went wild! After the screening of the Short Film Contest finalists, the day's winners were announced, and everybody left the Megatrade Hall with high spirits, revved up for the next day.

# DAY 2

Things seemed twice as busy, what with new contests held (like the Anime Singing Competition, which had lots of karaoke lovers perform with varying levels of enthusiasm - remember Mr. "Kamen Rider"?), and twice as many cosplayers walking around (robots, assassins, villains, idol singers, cats, fish - name it, we saw it!). While the second batch of bands kept people's eyes glued on stage, there were other sights to check out, like the Comodo booth and its trivia contest for Ragnarok Online enthusiasts, and Ang INK's special art workshops for children. And who could forget the repeated screenings of ***Happatai***'s *Yatta* at the Culture Crash booth? (*Hyuu! Hyuu! Hyuu! Hyuu! Osu! Osu! Osu! Osu!*)

It was an afternoon was filled with surprises, starting with the official launch of **Darna**'s third issue, which was capped by a trivia contest and a series of live performances by four independent bands. Paper replicas of the superhero's tiara were given out at the Mango booth and were gamely donned by a lot of people.

Then came Level Up!'s turn to treat the audience to sneak previews from the new Comodo Patch, free CDs of which had been eagerly snapped up by Ragnarok Online addicts and curious newbies alike. But the biggest display of enthusiasm was reserved for the long parade of cosplayers ("long" was right; there were more than a hundred registrants!). With colorful, amusing personalities storming the stage in rapid succession, it was all too easy to expect the rest of the event to run just as smoothly... Unfortunately, certain equipment insisted on conking out at the wrong

time. The showing of the Short Film Contest winners was stalled, causing a slight lull in the program, but valiant host-***Cholo*** did his best to keep the audience's attention. (He did everything short of dancing on stage. Bravo!) In the end, things finally went according to plan; winners were chosen, awarded, applauded. The event officially ended a few minutes before nine in the evening, but a lot of people, still caught in the spirit of things, lingered to make some last minute shopping, fishing for autographs, and picture-taking. C3 Con brought a high that took a while to wear off, it was all people could talk about for days.

The success of C3 Con 2003, particularly the overwhelming turnout for indie comics (both for sales and for the competition), gave artists and comic production companies high hopes for the growth of the local comic book industry. It also proved that anime lovers now have a venue where they can freely revel in what other people would consider an odd pastime (or obsession). With everyone's support, C3 Con will hopefully become an event we can all keep looking forward to in the years to come.

**First Place: Nardong Tae**
by *Luis Cordero*
The bizarre yet highly entertaining tale of a very unlikely hero (he's...um, poop, literally speaking)

**Second Place: Atomic Underground**
by *M3 Studios*
A kickass anthology of stories by *Michael Seludo*, *Marvin Del Mundo*, *Mark Oliver Santillan*, and *David Serador*

**Third Place: Sunrise**
by *Armand Roy Canlas* (art) and *Hanzel Jay de Castro* (story)
A touching tale of love lost and found

## Best Independent Comic Book Contest

While we were hoping for a bigger response this year, nobody expected it to be *this* big - more than a hundred submissions came in! Final judges ***Michael David***, ***Marco Dimaano***, and ***Stephen Segovia*** picked the top three of the lot.

**First Place: "The Juan"**
by the *Artist Society* and *Matrix Philippines*
A cleverly executed local spin-off of the famous sci-fi blockbuster

**Second Place : "Pasig - Ang Nawawalang Kabanata"**
by *AKX Productions*
A dramatic take on what could've happened in between chapters four and five of the Culture Crash series

**Third Place : "Kanji vs. Golem"**
by *Roderic Rodriguez*
A hilarious Flash short on not facing your fears

## Best Short Film Contest

There were twelve splendid fanmade short films, out of which final judges **Taga-Ilog**, **Elmer Damaso**, **James Palabay** and **Khavn Dela Cruz** chose the final three.

***Special Mention : "Bruce"** by *Topel Lee*
A hysterical, action-packed (and quite bloody) short, starring 'Tado' as a martial artist with lethal moves

***First Place: 7Thursday***, with their skillful rendition of L'arc~en~Ciel's "Blurry Eyes" and "Niji"

***Second Place:*** a tie between ***Rotschreke*** (who performed "Yuuki ga Areba" from the anime Yaiba and Dir en Grey's "Yokan") and ***Kuso Atama*** (who performed Siam Shade's "Triptych" and "HT" from Trigun)

***Third Place: NEOtaku***, who performed a "Solomon-Sentai Medley"

## BATTLE OF THE BANDS

## Best Choreographed Fight Scene Contest

***FIRST PRIZE WINNER***
***NARUTO*** (Ricky Buson, Galo Magtagay and Vincent Ternida)

A match between Uzumaki Naruto and Inuzaki Kiba takes a weird turn with Naruto's *Agent Smith no jutsu*...

# 003 Cosplay Contest

## game? game!!!

A huge bulk of this year's cosplay turned out to be game-inspired, particu- by the popular Playstation game ***Final Fantasy***, and the massive online playing game ***Ragnarok***. Most of this year's crowd favorites were also e character cosplayers, like gun toting (and real life siblings) ***Yuna*** and ***u [Final Fantasy X-2]***, the sultry villainness ***Shiva [Final Fantasy X]***, scores of ***Assassins***, ***Munaks***, ***Blacksmiths***, ***Thieves***, ***Novices***, and ***es [Ragnarok Online]***. Judging from the way the crowd went wild during parade, it was obvious that for this two-day event, cosplay reigned eme.

ore than a hundred cosplayers registered for the event, sporting costumes ranged from simple to breathtakingly elaborate. The Culture Crash staff flattered and impressed by the number of Culture Crash-inspired cosplay re was a ***Charen***, a ***Dante***, a ***Yukiko***, an ***Angel Mei***, and *three* ***I.Q.40***s!), here were a lot of other cool participants, most noteworthy of which was igantic, marvelously modelled ***Armored Personnel Unit [Matrix Revolu- s]*** sported by veteran cosplayer Robert Wong. It was so huge, the crowd to give way just so it could climb on stage! Also spotted were cosplayers arious anime series like ***Gatekeepers***, ***Sakura Taisen***, ***Chobits***, ***Card tor Sakura***, ***.hack//SIGN***, ***Rurouni Kenshin***, ***Fruits Basket***, ***X***, ***DiGi rat***, ***Naruto***, ***Berserk***, ***One Piece***, ***Getbackers***, ***Tennis no Oujisama***, ***uki*** and ***Shaman King***. There were takes on J-rock celebrities like ***Kyo en Grey]*** and ***Tetsu [L'arc~en~Ciel]***, movie characters like ***Aragorn d of the Rings]***, and unexpected personalities like the Korean novelty acter ***Pucca*** and Nickelodeon's ***Spongebob Squarepants***!

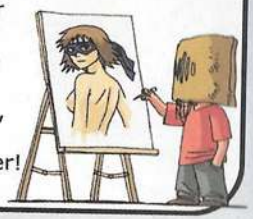
osplayers did not only strut on stage, they also danced, sang, screamed, waged battles against each other. Fishes ***Merlin*** and ***Dory [Finding no]*** even had a stand up routine! The display of creativity, ingenuity and ement probably struck some as bizarre, but in the end, everyone agreed it all in good fun.

**Winners All!**

**First Place:** Robert Wong (APU of Matrix Revolutions); **Second Place:** erry Polence (Shiva of Final Fantasy X); **Third Place:** Ashley and Alodia Yuna and Rikku of Final Fantasy X-2); **Finalists:** Robert (Aragorn of otR), Female Mage (Female Mage of RO), Tanix (Dejiko of DiGiCharat), kira (Petit Charat of DiGiCharat), Keno (Femto of Berserk), Presea Hinoto of X), Rei (Yukiko of Cat's Trail), Nuki Nuki (Munak of RO), Kyo Kyo of Dir en Grey), Cathy (Mimiru of .hack//SIGN), Lady Yuna (Yuna of FX-2), Lulu (Lulu of FFX-2), Mario (Haru of Rave), Choi (Tonberry of inal Fantasy), K (K of KoF), Fallen Angel Lucifer Battle Costume (Fallen ngel Lucifer of Angel Sanctuary), Kazuno (Kazuno of Moi Dix Mois), oby (Crusader of RO), Hazel (Crusader of RO), Ralph (Sora of Kingdom earts), John (Fu-Se of Jin-Roh), Jue (Jue of Animatrix)

# C3 Character Drawing Contest

The Culture Crash office was literally swamped with entries for the Character Drawing Contest, and highly impressive ones at that, we couldn't even remember how we managed to pick out eighty finalists! It was an extremely tough decision to make for the Culture Crash staff and final judges **Ryan Orosco** (Darna, ODID, etc.), **Wilson Tortosa** (Battle of the Planets), and **Phil Cahiwat** of Philippine Ragnarok Online. Take a look at some of the pieces that bowled us over!



1st 2nd 3rd

***WINNERS!!!***
**First Place:** Renee Aurora Ysobel Estacio
**Second Place:** Jose Lorenzo Montano
**Third Place:** Maggie Mae Roxas

## 15 and Below Category

# 16 and Above Category

***WINNERS!!!***
**First Place:**
Mark Cezar
**Second Place:**
Christina De Jesus
**Third Place:**
Jose Mariano

## 2003 C3 CON COSPLAY WINNERS SPOTLIGHT

# FAN SERVICE

***You saw them, you loved them, you cheered them on. Months ago they stole the show. Now they're back to win you over one last time. Feast your eyes on the best of 2003 cosplay in this special commemorative C3 Con photo gallery.***

BUCKLE UP!!!



FIRST PRIZE WINNER

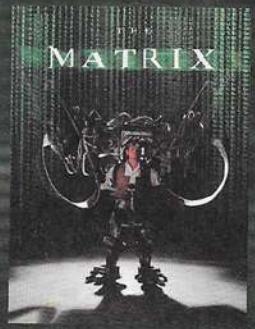
# ROBERT WONG

as Armored Personnel Unit (A.P.U) from The Matrix

## *"I almost compromised my day job because of the A.P.U."*

At last year's C3 Con, the massive A.P.U. rose above the rest of the cosplay crowd – literally and figuratively – turning Robert Wong from veteran mecha cosplayer to **really kickass** veteran mecha cosplayer. The whole costume took him a month to build, taking its toll on him and his wallet. "When I was building it, it was hell month at the office," he confesses. "I almost compromised my day job because of the A.P.U.."

The challenge was recreating the battlesuit's ability in the Matrix Revolutions movie, where the large mecha arms follow the movement of the pilot's arms. After a week of planning, Robert started making the costume out of styrofoam and pvc pipes. "I designed it so the lower part can fit inside a backpack," he reveals. "It weighs around 15 to 20 pounds."




After its C3 Con debut and SF Con appearance, the huge, well-crafted costume is now in the possession of Matrix Philippines. When asked if he misses the A.P.U., Robert replies, "Costumes come and go... For me, just the memory of how much people admired the A.P.U. is more than enough."

SECOND PRIZE WINNER

# JERRY POLENCE

AS SHIVA FROM FINAL FANTASY



## "I WANT TO DO SOMETHING OUTRAGEOUS BEFORE I ENTER THE CONVENT."

Off-camera, Jerry is surprisingly warm for someone playing an ice goddess. "I chose to cosplay Shiva because no one in the Philippines has done a full body paint costume, and no one in Asia has done the character yet...so I am the first. I also want to do something outrageous before I enter the convent." (Too bad guys, it looks like she's serious about this!

During the photo shoot, Jerry is all smiles, at ease with her blue skin and elaborate headdress. Best buddy and make up artist Faye says it took them seven hours for the make up, four for the face and three for touching up. Jerry confesses that last year, she almost backed out of the contest. "Most of the parts of the costume (namely the bra and the ice prosthetic) were falling off, and my body paint was beginning to smudge off." But with the help of her friends and family, especially her mother, she was able to remedy those problems and win second place.



So what's the best part of being Shiva for a day? "Dressing up like this really makes one appreciate taking baths," Jerry giggles. "Baths are wonderful."

## THE ICE QUEEN COMETH

THIRD PRIZE WINNERS

# ALODIA GOSIENGFIAO

AS RIKKU FROM FINAL FANTASY X2

# ASHLEY GOSIENGFIAO

AS YUNA FROM FINAL FANTASY X2

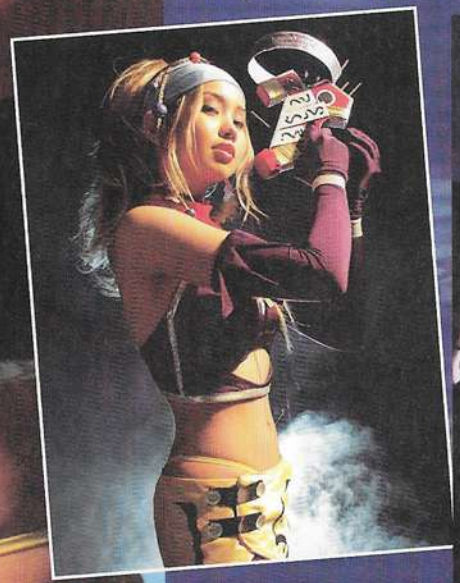
# DARLINGS OF THE CROWD

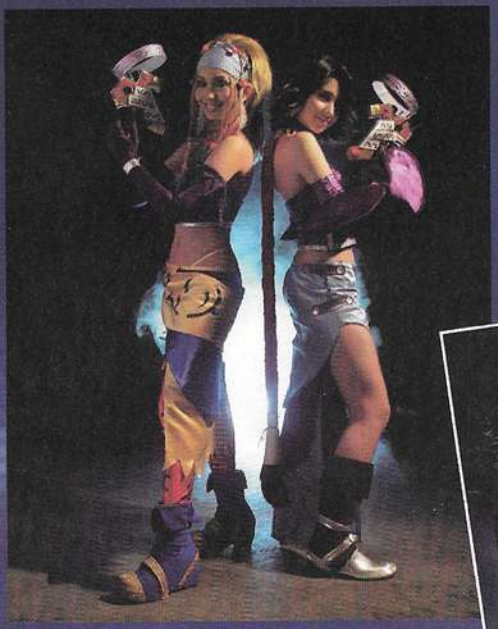
***If you don't know who they are, come out from the rock you've been hiding under. Right now.***

When real life siblings Alodia and Ashley turned up at last year's C3 Con as pretty gunners Rikku and Yuna, the crowd was in an uproar. Where have they been all this time? "We just started (cosplaying) late last year, around September," says Alodia. "We planned to cosplay last summer, Ashley as Yuna and me as Lulu, but we went to the States for vacation so it didn't push through. We were thinking that if we cosplayed those characters in the next event, we wouldn't look original because other people have cosplayed them already. We were playing the game FFX-2 at the time, so we thought, why not cosplay that instead? They're still the same characters, just with new looks and outfits, right?" And so Yuna and Rikku were born.

Surprisingly, the two don't think they match their characters' personalities. "Ashley is not much like Yuna," Alodia remarks. "Yuna is softspoken, right? But my sis is kinda loud in a fun kind of way. As for me, I guess I'm almost as perky and cheerful as Rikku. I'm happy go lucky and carefree...though not as panicky. Sometimes I see myself as Paine though. Quiet at times."

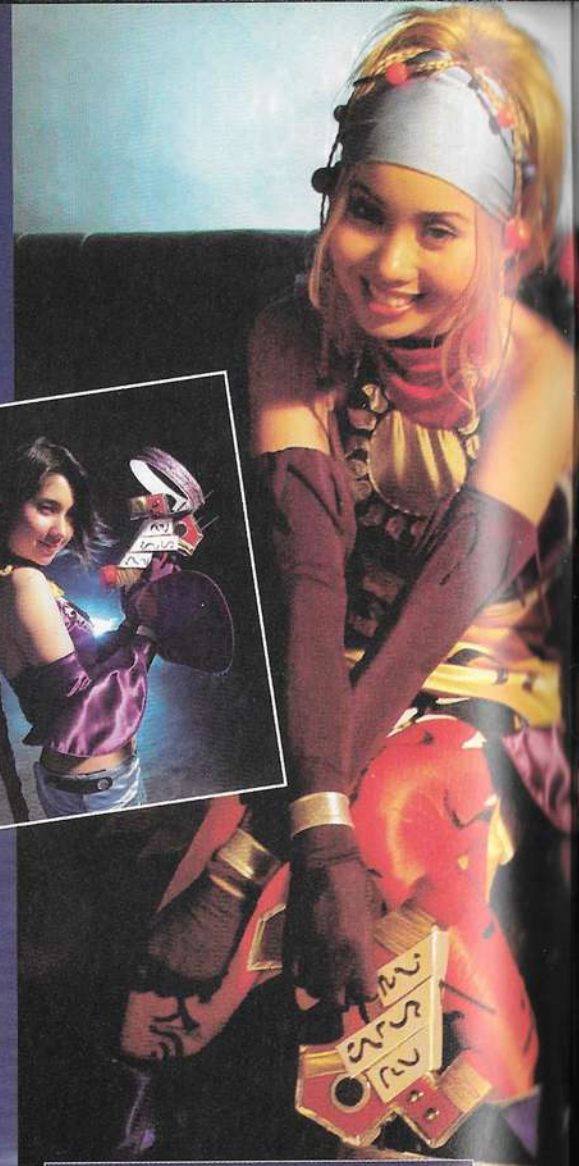
***"We're free to date, but we're too young to date."***





The sisters admit that they had a bit of stage fright at the C3 Con, but were encouraged when the crowd cheered them on. "I felt a bit nervous at first, but when I got the feel of it, I really thought it was fun," says Ashley. The two are planning to cosplay other characters in future events, but intend to keep their plans secret...for now.

But not all about them is secret. When asked if they're free to date, the sisters laugh. "Sorry, I'm currently engaged," Alodia grins, "I'm engaged to videogames!" "We're free to date, but we're too young to date," Ashley says. Better luck next time then, guys.



# YOU KNOW YOU LOVE THEM

# LETTERS to the staff

**Write us at: feedback@culturecrash.com or at J.C. Palabay Ent., Inc./ Culture Crash Comics 67 Gen. Ordoñez St. Marikina Heights, Marikina City 1811**

To Jescie James and all the Culture Crash staff,

Hi! First of all, congratulations to your publication for still going strong as you reach a dozen issues. Though I'm more of an American comic fan than a Japanese manga fan, I can't help but enjoy the stories and art of Culture Crash. I buy it as soon as I see it in the bookstores. It's gratifying to see Filipino comic book storytellers come out with a publication of such high quality.

Even as I near my 30th birthday (I don't know if you remember me James, but we were schoolmates in UPLB), and some people might say I'm too old for comic books, I'll be there to support your publication until I become a senior citizen, hehe. You're doing a good thing here. I hope your efforts on Culture Crash lead the way for a thriving local comic book industry.

Yours truly,
Glenn Concepcion
via e-mail

**Mr. Palabay writes: Whoah! Glenn! Okay, like, I knew four Glens back in UPLB and I'm not even going to try and say I already know which one you are. But if you're around 29, you're probably that Chinese-looking Glenn guy who was ahead of me, am I right? Ahehehe, pare kung mali pasensya, tumatanda na yata ako. ^_^;**

**In any case, I'm really enthused that someone from UPLB and someone who I actually knew, supports Culture Crash! It's a really overwhelming and gratifying feeling. I feel so flattered pare! Maraming, maraming salamat!**

Eh, Ryan Orosco's works are bland and rough on some edges. I think that he should make his drawing have delicate yet detailed lines. Sometimes the eyes are unfocused as if the character is daydreaming and apparently, it does not suit the event happening in the panel. But the story itself has a charm that makes the reader continue reading and the coloring effects are remarkable. I envy you people for the ability you have to draw hands (ah, hands…my greatest weakness....) Let E.A. Damaso show him the ropes. I was wondering if he misses drawing One Day Isang Diwa because sometimes artists have sentimentality towards their work. Congratulations for your achievements and may Osamu bless you with more creativity.

Seviehnne
via e-mail

**Mr. Damaso writes: Regarding Mr. Orosco's work on ODID, some of the loyal ODID fans have been criticizing his art as "inappropriate" for the story, but it would be unfair to judge him this early. Mr. Orosco has been in the field of international and local comics longer than me, and his experience and skills are admirable and respectable. However, his training is based on the western style and not manga and anime. This explains why his work on ODID 13 may be a bit "foreign" to CC fans. Let's give Mr. Orosco time to adjust to the concept manga and anime. I'm sure when he gets more accustomed to it, he will give the fans of ODID the same style of artwork they've grown to love...maybe even better.**

**This will be my last issue of ODID. I will miss ODID, but starting next issue I will be concentrating all my efforts on my own story, Cat's Trail. I think my story needs more of my attention so I can fix the pacing and development. Drawing two stories (24 pages or more) demands too much time and effort, I'm afraid I can't keep it up.**

**In closing, I personally welcome Mr. Ryan Orosco to ODID! To my fans, thank you very much for all your support, and I hope you will extend that same courtesy to my friend Ryan.**

To the CCCom staff,

Far-out! I've been staring at this freaking screen for almost an hour thinking of ways how to praise you guys without sounding too typical!! But then, no words can really describe how great you are (gee, even that felt dull)! Okay, Pasig, Kubori Kikiam, One Day Isang Diwa and Cat's Trail ROCK!!

Wait, what's with Clarissa's reaction to that kiss? I think she overreacted a little...ok, a little too much. How come she went on saying that she'll stay away from the group because of the incident?! Man, looks like everything went to her head and suddenly she's this Miss I-Cause-Total-Chaos-Because-of-My-Undoubtedly-Good-Looks!! Hehe, sorry!! Well, just goes to show that one can never fall asleep when reading your stories but actually stirs up "exaggerated" emotions from the readers (ahem) considering everything is fictional.

Anyway, a big congratulations for making it this far!! Anyone in his right mind would not make the mistake of doubting Culture Crash. And a comment on those people out there who do: hey guys, clearly you're not so open to changes, are you?!! Change means trying and if Culture Crash hadn't tried new things, they wouldn't be where they are now, right?! Right. I'm sorry but maybe y'all can think twice before saying anything just for the sake of saying something because Culture Crash has got REAL artists with real artistic minds and they know what they're doing. Alright?!

And oh yeah, it's really funny how some people make this like a penpal space or something! Hehehehe...word of advice: use the Net!! Okay, I'm beginning to sound like a real prick now so I better end this before I become too...weird...

To Mr. Palabay, Mr. Damaso, Taga-Ilog, Taga-Kanal and everyone there who made one helluva comic and made it so damn good, hats off to you!!! Culture Crash is one of those stuffs that make life worth livin' so....STEP BACK!!!

Aemi
Sydney, Australia
via e-mail

***fans Aemi with gigantic pamaypay* Whoa! Clarissa was really affected by the 'Flagpole Incident' and made that decision out of hurt and shock. Of course, she didn't know it was because of Diwa's spell, not her charms, that made Jun act that way, but...oh well. We feel bad for both of them anyway. Will they be friends again? Only Da Bhoss knows…**

CCCom Staff,

First things first - hats off to you guys for a great 13th issue (well, 14th if you count 5.5 - but I call 5.5 a fan's dream come true)! You've proven that 13 isn't really an unlucky number. Ryan Orosco has proven (at least for me) that he can carry on Memer's work in ODID - my favorite CCCom title EVER. Nakakainis nga lang...lahat ng stories, BITIN.

So, I didn't get the issue before the convention (and I'm supposed to still be under your subscription, guys...) but I did get it FOR FREE DURING THE CONVENTION. The freebies are WOAH! The calendar is amazing, the poring dolls (I got a poporing! XD), the cards (are you planning on releasing more of them? 'cos I wanna "catch 'em all" in a matter of speaking), and of course the FREE ISH! Oh my GOD! You are spoiling us!

This year's exhibit has improved from last year's where the space you had weren't maximized and this year it was PERFECT (except for the indie comic booth XD) Just suggestions though, maybe you can start a little earlier? SM Megamall opens at 9 am during the Christmas season, so why not open up at 10am instead of 11am? I have to say though, not having pre-sales was GREAT - because it gave everyone a fair chance on being the first fifty to arrive.

By the way, when are you releasing the Airee plushie? I saw the prototype last year (Memer was playing with it in the CCCom booth) and it was soooooooooo CUTE. I have a Tammy, and I want to have an Airee as well (Cat's Trail is my second favorite CCCom title)! And I'd also love a Memer II plushie, and a Mr. Alien plushie (I find him cute), and a Butler plushie, and a Diwa plushie... actually, I want to collect the whole CCCom ensemble... Would there be a Da Bhoss plushie? Oh, and will there be a Kubori Kikay story? 'Cos those kikiams were sizzling HOT.

CCCom - thank you for existing! I'd love to say MORE POWER - but I think KEEP UP THE GREAT WORK is better. So... KEEP UP THE GREAT WORK!

Jason / Palachi
via e-mail

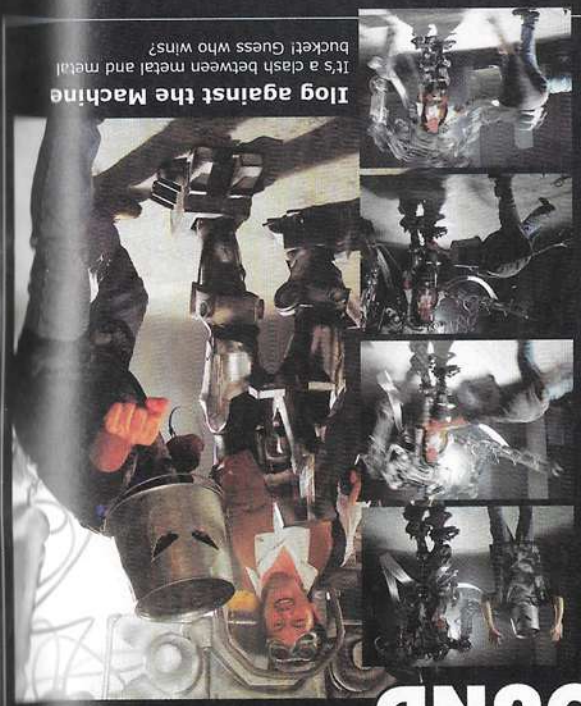
**We're happy you all had a smashing time at C3 Con 2003! Everyone's support and presence made that event truly memorable for us. As for your questions: [1] the CCCom Trading Card Collection is currently available at your favorite comic book/toy/anime collectible stores; [2] the whole Plushie Project (the prototype of which was the Airee plushie you saw) is shelved indefinitely; [3] whatever happens to Kubori Kikay is up to Tiga Kanal, and nobody's daring enough to try getting inside his head...**

***The outcome of the battle between Dante and Elias, Butler tastes Yukiko's wrath, Great balls of fire concludes and Diwa finally gets to talk with Jedd! Plus! How We Draw, animé, movies, music our first-ever cosplay advise column and more! See you next ish!***

# HORSING AROUND

OOOH SHINY... Photographer takes a *cough* liking to the A.P.U.

It's Taga-Spira!!! Rikku can't wait for her turn at the bucket.



**Ilog against the Machine**

It's a clash between metal and metal bucket! Guess who wins?









## BEHIND THE SCENES OF THE C3 CON COSPLAYER PHOTO SHOOT

Clockwise from Top: [1] Ashley and Mom (now you know whom to suck up to, boys)! [2] Gari showing off his big camera! [3] Gari in action! [4] Gari starting a discussion! [5] Gari showing how to strike a pose! [6] Shiva getting her hair done! [7] Alodia striking a pose! [8] Gari singing opera! [9] James sharing his secret ("It's a man's best friend!")